



STAR TREK ONLINE

**DEVASTATION AND ASSASSINATION
ON THE PATH TO 2409**

STAR TREK

**BORG FREE
LIFE AFTER THE COLLECTIVE**



**THIS TIME IT'S
WAR!**

VOYAGER'S LEGACY REVEALED IN STAR TREK ONLINE



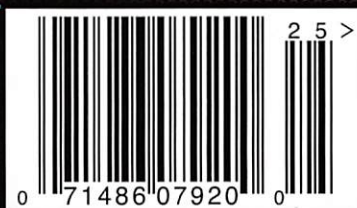
**LEONARDO
VS LINCOLN**

**THE CAPTAINS'
HEROES**



**GROKING
SPOCK**

**FAN-TASTIC
FANZINES**



No: 25
Apr/May
2010

US \$6.99
CAN \$7.99



TRUST NO ONE



When the crew of the *Starship Voyager* first encountered the race designated by the Borg as Species 8472, they could hardly have known that they were witnessing the first skirmish in what would turn out to be The Long War in which anyone – quite literally *anyone* – might be an enemy in a perfect disguise. That's a vital part of the backstory to the new *Star Trek Online* game that we're looking at this issue, as we look to *Star Trek's* past to explain its future.

Join us as we celebrate 15 years of the fourth TV series with an overarching look at the career and triumphs of Kathryn Janeway, one of the most popular characters created for *Star Trek*, and examine some of her legacy.

Another 15th anniversary falls with this issue – Titan has been publishing an official *Star Trek* magazine since 1995. Rather than pat ourselves on the back with a list of the exclusives that we've brought you over the years, we're recognizing that we're the latest in a long line of magazines devoted to the show, with a look back at *Star Trek* fanzines over the years.

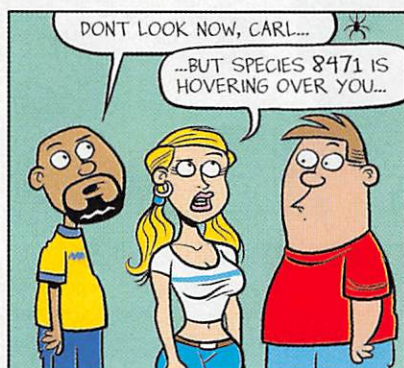
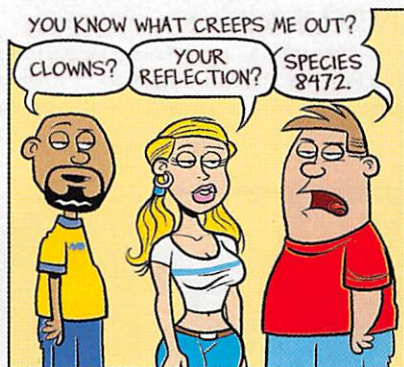
Here's to the next 15!

Live long and prosper

Paul Simpson
Editor, *Star Trek Magazine*

The Trek Life

by David Reddick



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C O N T E N T S



Exclusive Comic Store Edition



Regular Newsstand Edition

F E A T U R E S



18 KATHRYN JANEWAY

What better way to celebrate 15 years of *Star Trek: Voyager* than looking at the Captain who came to personify that series – Kathryn Janeway? Following her career as related both in the TV series and the accompanying novels, we also trace the different fates in store for her after *Star Trek Nemesis*...



26 MANU INTIRAYMI

Although originally intended to be used as a virus to eliminate the threat of the Borg, Icheb became a valued member of the *Voyager* crew. Actor Manu Intiraymi remembers the opportunities that came his way as a result of his work on the show's final two seasons.



42 CHILDREN OF VOYAGER

Two very different girls were born aboard the *Starship Voyager* – Naomi Wildman and Miral Paris. We look at their journey on the ship, and the futures that have been mapped out for them as part of the *Star Trek Online* universe.



52 THE HISTORY OF FANZINES

To mark 15 years of *Star Trek Magazine*, we present an overview of how fans have found a way to examine, honor and praise their favorite shows in print since the early mimeographed pages of *Spockanalia*.

DEPARTMENTS



06 NEWS

2012 release date confirmed for the next movie, as the recent film gathers awards; Zachary Quinto clarifies whether he's Spock; and an exclusive look at the prototypes of new costumes.



30 COMPARE AND CONTRAST

James T. Kirk venerated Abraham Lincoln; Kathryn Janeway looked up to Leonardo da Vinci. What did the two Captains learn from their heroes?



46 THE PATH TO 2409

This issue we cover the destruction of Romulus and the reordering of the Alpha Quadrant that followed that cataclysm, as the Klingon Empire starts to take a hard line.



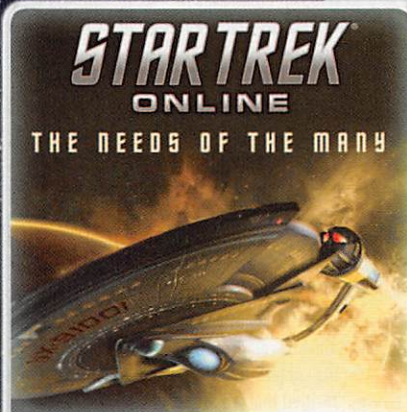
24 LOST AND FOUND

Step back to the start of the *Starship Voyager's* journey through the Delta Quadrant with these previously unseen shots taken during filming of the pilot, "Caretaker."



38 ALIEN SPOTLIGHT

Species 8472 – aka the Undine – come under scrutiny, as we examine the history of their encounters with other races, leading to The Long War seen in *Star Trek Online*.



58 LOG ENTRIES

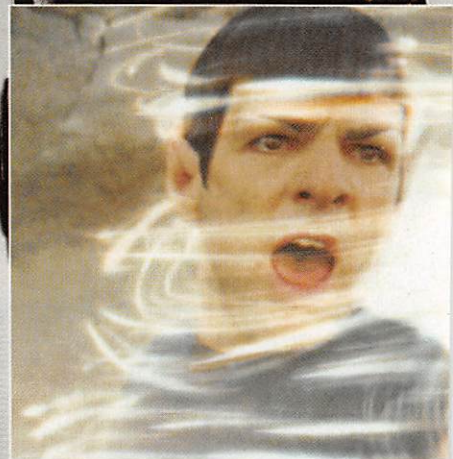
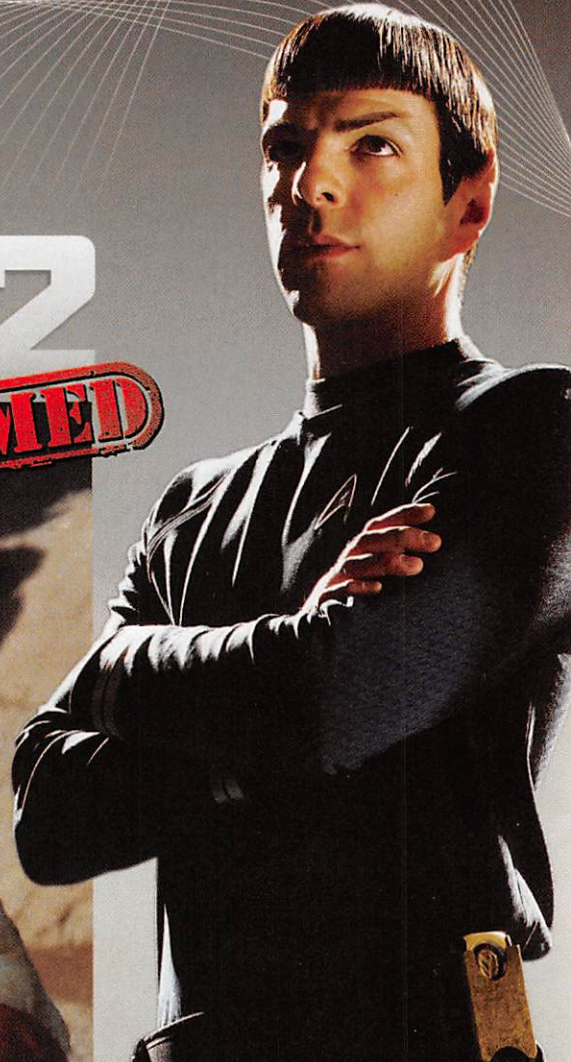
A detailed review of *Star Trek Online's* gameplay, coupled with a look at its tie-in novel, as well as the other recent book and comic releases.



HAILING FREQUENCIES
A GALAXY OF STAR TREK NEWS

XII IN '12

CONFIRMED



Paramount Pictures will release the as-yet-untitled 12th *Star Trek* movie – the second under the creative direction of J.J. Abrams and his team at Bad Robot – on June 29, 2012.

The announcement came amid a new wave of public statements about the development of the sequel by Abrams, screenwriters Roberto Orci and Alex Kurtzman, and co-writer Damon Lindelof.

Asked by *Wizard* magazine about the likelihood of the *Trek* sequel involving time travel, Abrams answered, "My instinct would be to not necessarily go back to any of the same well again unless it pertains to character. But if there was some brilliant piece that involved time travel of course I wouldn't rule it out."

On the subject of stunt casting, Abrams said that he was "thrilled that we are now in a place where we don't necessarily need to shoehorn cameos in just to appease original fans. The great thing about Nimoy, beyond his just being who he is, is that the role was not a cameo. It was a critically important character in the movie. Trying to find cameos was never an interesting thing for us. Trying to tell a decent story was the thing that we were working hard to do."

Speaking on the red carpet at the National Board of Review, Abrams joked that the sequel "is really all about the Gorn. We just thought it would be fun... to go Gorn."

In another interview, Kurtzman emphasized the importance of the next movie's antagonist: "I think sequels are very much about the villain. Because while [in the first movie] the villain serves to bring the crew together, the second one I think has to be a true challenging of what that family is about. That is why *Wrath of Khan* was so amazing. Khan tested each one of them and ultimately asked for the ultimate sacrifice, and that is why that movie held up so well."

As for progress – or lack thereof – being made on the script... "We're going to start probably in April once the writing on *Lost* is done," Lindelof reported, referring to the hit TV series he co-created on which he serves as executive producer. "*Trek* will come out in 2012... so we've still got a little bit of time, but we've been talking about it. We just haven't been writing."

Orci explained, "We're all figuring out the story together. We're in what we call the coffee shop stage, where you go to a coffee shop and you talk about the story."

QUINTO QUAKE

Seismic tremors shook fandom in January when new Spock Zachary Quinto told *Wired.com* that he was taking a two-year hiatus from *Star Trek*.

"I'm stepping away from *Star Trek* for at least two years – no movies, no conventions, no anything for a while," he was quoted as saying in the article.

The ensuing tumult of confusion and speculation was considerable, particularly in light of the fact that Quinto, in addition to having already signed on to reprise his role as Spock for the 2012 sequel to J.J. Abrams's *Star Trek*, also took on the voice role of a medical hologram in the *Star Trek Online* game, which debuted in February. So intense were the shock waves that Quinto was compelled to clarify his comments on his own web site, zacharyquinto.com, on which he posted the following statement:



"I have been inundated with questions and confusion about a comment I made during an interview with *Wired* – about the new *Atari Star Trek Online* game – in which I said I am stepping away from *Trek* for the next two years. Obviously I will be a part of any upcoming films... reprising my role as Spock. What I meant was that in the meantime I won't be making any public appearances related to the franchise – or doing any more auxiliary projects pertaining to the *Trek* universe. I will be focusing my efforts on other projects and preparing to shoot the next film – which will be released in June of 2012... two years from now. Hence the no *Trek* for two years remark. Worry not trekkers. It was a misunderstanding of context. I am not Spock. But I am Spock. All at the same time."

STAR TREK AWARDS ROUNDUP

When the film award season got into full swing earlier this year, the 2009 *Star Trek* movie became the recipient of numerous honors in multiple categories of artistic and technical excellence. Asterisks denote awards in which this year's winners had not yet been announced when this list was compiled.

WINS

BOSTON SOCIETY OF FILM CRITICS AWARDS

- Best Ensemble Cast
- Casting Society of America Awards
- Outstanding Achievement in Casting (Big Budget Feature)

LAST VEGAS FILM CRITICS SOCIETY AWARDS

- Best Score
- Best Visual Effects

PHOENIX FILM CRITICS SOCIETY AWARDS

- Best Stunts

SCREEN ACTORS GUILD AWARDS

- Outstanding Performance by a Stunt Ensemble in a Motion Picture

NOMINATIONS

AMERICAN LATINO MEDIA ARTS AWARDS

- Actor in Film (Clifton Collins Jr.)
- Actress in Film (Zoe Saldana)

ACADEMY AWARDS*

- Best Achievement in Makeup
- Best Achievement in Sound
- Best Achievement in Sound Editing
- Best Achievement in Visual Effects

AMERICAN CINEMA EDITORS AWARDS*

- Best Edited Film (Dramatic)

ART DIRECTORS GUILD AWARDS*

- Excellence in Production Design (Fantasy Films)

BRITISH ACADEMY FILM AND TELEVISION ARTS AWARDS*

- Best Sound

BROADCAST FILM CRITICS ASSOCIATION AWARDS

- Best Acting Ensemble
- Best Action Movie
- Best Makeup
- Best Sound
- Best Visual Effects

CINEMA AUDIO SOCIETY AWARDS*

- Outstanding Achievement in Sound Mixing for Motion Pictures

COSTUME DESIGNERS GUILD AWARDS

- Excellence in Costume Design for Film (Fantasy)

GRAMMY AWARDS

- Best Score Soundtrack Album for Motion Picture, Television, or Other Visual Media

MOTION PICTURE SOUND EDITORS AWARDS

- Best Sound Editing (Dialogue and ADR in a Feature Film)
- Best Sound Editing (Music in a Feature Film)
- Best Sound Editing (Sound Effects and Foley in a Feature Film)

ONLINE FILM CRITICS SOCIETY AWARDS

- Best Original Score

NATIONAL BROADCAST CRITICS ASSOCIATION

- Best Action Movie
- Best Acting Ensemble
- Best Sound
- Best Visual Effects
- Best Makeup

PRODUCERS GUILD AWARDS

- Motion Picture Producer of the Year

PEOPLE'S CHOICE AWARDS

- Favorite Movie

TEEN CHOICE AWARDS

- Choice Movie Actress: Action Adventure (Zoe Saldana)
- Choice Movie Fresh Face (Chris Pine)
- Choice Movie Rumble (Zachary Quinto & Chris Pine)
- Choice Movie Villain (Eric Bana)
- Choice Movie: Action Adventure
- Choice Summer Movie: Action Adventure

VISUAL EFFECTS SOCIETY AWARDS

- Best Visual Effects
- Best Matte Paintings

WASHINGTON DC AREA FILM CRITICS ASSOCIATION AWARDS

- Best Art Direction
- Best Ensemble

WRITERS GUILD OF AMERICA AWARDS

- Best Adapted Screenplay

POCKET UPDATE 2010 TREK BOOK SCHEDULE

On January 14, Pocket Books announced that it had pulled the four new novels tying in with the 2009 *Star Trek* movie from its 2010 publishing schedule, explaining that "With last summer's blockbuster *Star Trek* movie, J.J. Abrams created a new vibrant,

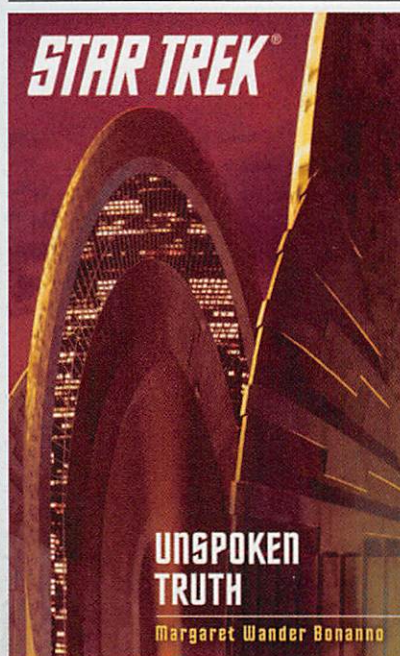
layered version of the *Star Trek* universe. After careful consideration, we decided to hold off on telling new stories while J.J. and his team continue to develop his vision."

Alan Dean Foster's *Refugees*, Christopher L. Bennett's *Seek A Newer*

World, David Mack's *More Beautiful than Death*, and Greg Cox's *The Hazard Of Concealing* had been set for release from June through September.

Pocket Books has now advised *Star Trek Magazine* of its publishing schedule through January 2011:

APRIL



Unspoken Truth (Margaret Wander Bonanno)
Star Trek Online: The Needs of the Many (Michael A. Martin)

MAY



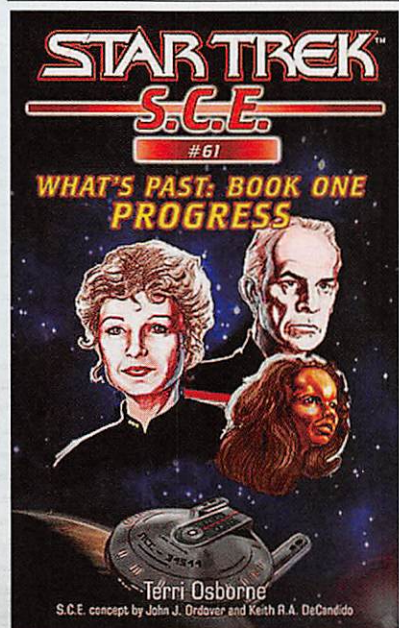
The Children of Kings (David Stern)

JULY



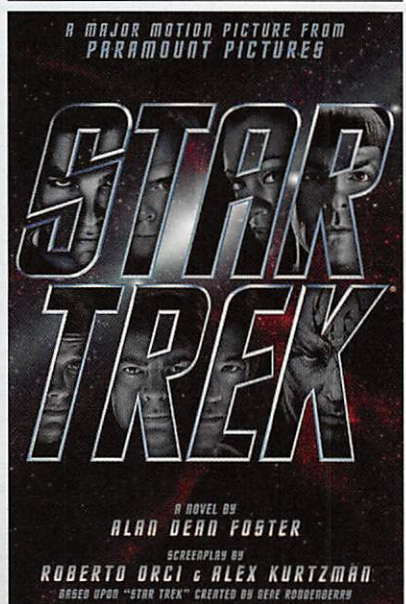
Corps of Engineers: Out of the Cocoon (William Leisner; Kevin Killiany; Phaedra M. Weldon; Robert T. Jeschonek)

AUGUST



Corps of Engineers: What's Past (Terri Osborne; Steve Mollmann & Michael Schuster; Richard C. White; Dayton Ward & Kevin Dillmore; Heather Jarman; Keith R.A. DeCandido)

SEPTEMBER



Star Trek (2009 movie novelization)
(Alan Dean Foster) (mass-market edition)

OCTOBER



Star Trek: The Next Generation: Nightshade (Laurell K. Hamilton) This is a reprint of the 1992 novel by the Anita Blake, Vampire Hunter author

NOVEMBER

The Typhon Pact, Book 1: Seize the Fire (Michael A. Martin)

DECEMBER

The Typhon Pact, Book 2: Zero Sum Game (David Mack)
Myriad Universes: Shattered Light (David R. George III; Steve Mollmann & Michael Schuster; Scott Pearson)

JANUARY 2011

The Typhon Pact, Book 3: Rough Beasts of Empire (David R. George III)

ANOVOS INTRODUCES "WEARABLE FANDOM"

Uniform and prop replica manufacturer ANOVOS Productions has announced that beginning in Spring of this year, it will release authorized lines of *Star Trek* uniforms, recreating some of the most instantly recognizable costumes in entertainment history – both from the original *Star Trek* TV series and the 2009 *Star Trek* film by director J.J. Abrams. Produced under license by CBS Consumer Products, the uniform replicas are described in the official press release as "wearable fandom that can bring fans' enthusiasm into their everyday lives."

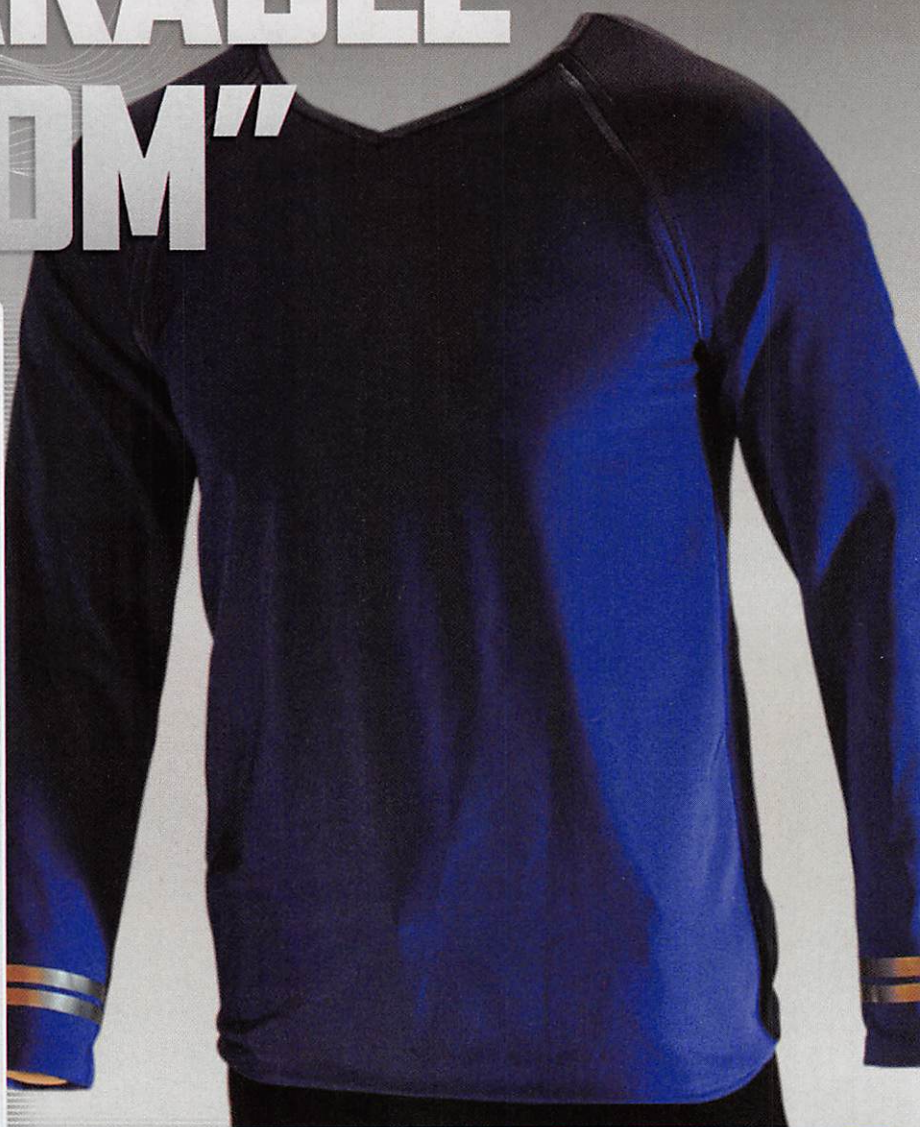


ANOVOS co-founder Joe Salcedo explains, "No one bats an eye when a basketball fan wears a Lakers jersey that says 'Bryant,' or thinks someone who wears an NFL jersey really believes he's on a professional team – it's just a way to be a true fan. Science fiction fans enjoy the same excitement and sense of community, and we think they should share their passion with the world."

According to the release, ANOVOS is ensuring that each uniform is as near an exact replica as possible, and is striving to use many of the same materials, vendors and techniques incorporated in the originals.

Beginning in early 2010, ANOVOS will offer a range of *Star Trek* uniforms, including:

- A replica of the original TV series uniforms worn by U.S.S. *Enterprise* Captain James T. Kirk (William Shatner), First Officer Spock (Leonard Nimoy), and Chief Engineer Montgomery Scott (James Doohan);



- A replica of the female *Enterprise* uniform as worn by Lieutenant Uhura (Nichelle Nichols), as seen in the TV series;
- Replicas of the yellow, blue and red male and female uniforms seen in 2009's *Star Trek*.

"There were unexpected surprises in each of these costumes that we were delighted to discover, and which we think this will really excite *Star Trek* fans," Salcedo said. They include learning how the original costumes were dyed, woven and fabricated – and special techniques that many fans may not even realize were incorporated into the costumes seen on screen.

Shown here are a number of in-production prototypes of the costumes, which ANOVOS emphasize are not the final product – color, pattern and details will change as they work toward making the most screen-faithful uniform product yet attempted.

For more information, visit www.ANOVOS.com



QUESTOR 2.0!

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Ballantine/Science Fiction

From the creators of *Star Trek*...

THE QUESTOR TAPES

D.C. Fontana



At the Academy of Television Arts and Sciences Hall of Fame induction ceremony for his late father, Rod Roddenberry announced that his company Roddenberry Productions has entered into a deal with Brian Grazer and Ron Howard's Imagine Television to develop an update of Gene Roddenberry's 1974 science fiction TV movie, *The Questor Tapes*.

"My father always felt that *Questor* was the one that got away," Rod Roddenberry said. "He believed that the show had the potential to be bigger than *Star Trek*."

Originally conceived as a television series pilot about an android with incomplete memory tapes who

is searching for his creator and his purpose, the original *Questor Tapes* was set in the present day, and starred Robert Foxworth (*DS9*'s Admiral Leyton; *Enterprise*'s V'Las) in the title role, with Mike Farrell (*M*A*S*H*'s B.J. Hunnicutt) as Questor's engineer and companion, Jerry Robinson. Also appearing in cameos were original *Star Trek* stars Majel Barrett and Walter Koenig.

The pilot aired as a one-shot television movie in 1974, and received a Hugo Award nomination for Best Dramatic Presentation. However the proposed 13 episode series did not materialize, following

disagreements over its proposed direction. Elements of the Questor character became the inspiration for Data during the development of *Star Trek: The Next Generation*.

Rod Roddenberry will develop the new *Questor* project along with Roddenberry Productions CEO Trevor Roth and Imagine Television's President David Nevins and EVP of Development Robin Gurney. At the time of the announcement, the team was in negotiations with writer, producer and showrunner Tim Minear (*Lois & Clark*, *The X-Files*, *Angel*, *Dollhouse*) to produce. ▲

communicator

A BEACON OF HOPE

I just wanted to congratulate you on reaching the milestone of 150 issues, although I was a bit disappointed that such a momentous achievement was not celebrated or commented upon in the magazine. *Star Trek* has changed a lot since your 100th issue, but *STM* has remained a beacon of hope; a resource to keep track of all the books, games and DVDs released, and something *Star Trek*-related for us to look forward to every other month.

The style and content of the magazine has changed too, as features have come and gone – competitions and voting surveys are sadly missed, but if I could choose to resurrect any features from recent years they would be both Larry Nemecek's excellent "End Game" topical discussions, and Dave Rossi's comments on an aspect of *Star Trek*.

I look forward to at least another 150 issues of top quality *Trek* comment and information –

perhaps by issue #300 we'll have a new TV series to watch in 3D?

Robin Bradley
Basingstoke



We decided to celebrate 15 years of publication, rather than issue 150 – which was issue 23 for our US readership. Larry is still a regular contributor to our pages, and we're bringing back an old favorite, *A Fistful of Data*, very soon.

SHIP WORSHIP

As much as we're all fans of the phenomenon that is *Star Trek* and the recent revitalization of the franchise through the release of J.J. Abrams's brand new film epic, there are still wondrous elements of the *Trek* universe that are still left to report on and elaborate on especially with the release of the new online game series.

Key elements of *Star Trek* are of course the starships, the stations, the planets and faraway places that have been explored throughout the franchise's extensive history. I'm sure your readership would marvel at technical readouts, blueprints or beautifully crafted CGI models of the vessels in the *Star Trek* universe, as well as detailed histories and explorations of the planets and cultures that Kirk, Picard, Janeway and crew have visited on their journeys.

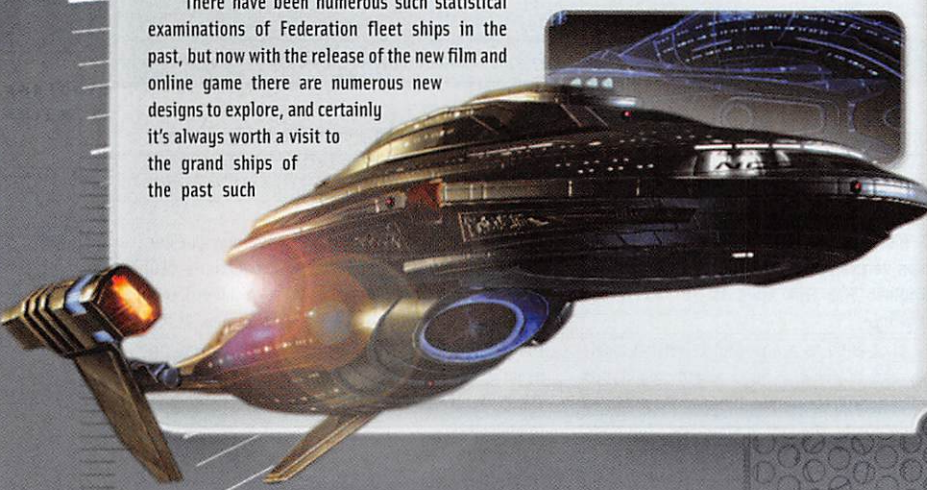
There have been numerous such statistical examinations of Federation fleet ships in the past, but now with the release of the new film and online game there are numerous new designs to explore, and certainly it's always worth a visit to the grand ships of the past such

as *Enterprise*, *Voyager*, *Challenger*, *Excelsior* or even *DS9*.

And with the divergent history introduced by Abrams in the new film, fans are eagerly awaiting the ultimate schematic of the new flagship in the Federation – Abrams's own new *Enterprise*!

JC Alvarez
New York City, NY

Thanks for the idea, JC. The new *Enterprise* is covered in some detail in the recent *Star Trek: The Art of the Film* from Titan Books, and we are looking into ways to bring more ship-related material into the magazine. Hope you enjoy the posters this issue, highlighting the *U.S.S. Voyager* and *Star Trek Online's U.S.S. Discovery*.



MORE ON THE SCORE

Having blazed through the last four issues in rapid succession, I've been reminded of the many ways in which the magazine provides indispensable information about the latest developments in canonical *Star Trek* as well as the expanding universe of books, comic books, video games, etc, all with the utmost degree of intricacy, intimacy and insight. The magazine's variety continues to impress and the interviews (I thoroughly enjoyed your discussion with sound effects guru Ben Burtt in issue 21) are first-rate.

The extensive coverage of *Star Trek: The Motion Picture* in your latest issue (#23) deftly captures the zeitgeist of the movie's 1979 release. *ST:TMP* marked the official end of *Trek's* first Dark Age and the beginning of the saga's Renaissance: the ripples of that creative boon and boom are still being felt today. The bevy of articles and interviews, which pay fitting tribute to the very first *Star Trek* movie, perfectly capture the mood of the period and, for those of us who were alive when the movie premiered, provide a nostalgic tour through memory conduits just as colorful, if not as ethereal, as those seen during Spock's journey into the heart of V'Ger.



My only gripe with the 30th Anniversary section is the unevenness of the content. Walter Koenig (Chekov) and producer Jon Povill receive far more attention than renowned director Robert Wise (pictured), whose enormous contribution to the movie is reduced to a meager sidebar which highlights the high points of his illustrious career. The most egregious oversight in the issue is the utter dearth of Jerry Goldsmith's name in the raft of articles dedicated to *TMP*. Goldsmith's majestic, transcendent score for *TMP*, which was so striking and so closely identified with *Star Trek* at the time that it eventually became the main title for *Star Trek: The Next Generation*, is completely ignored in your coverage of the film and apparently wasn't deemed important enough to justify its own sidebar. I realize that, barring the creation of the Genesis Wave, conducting an interview with the deceased composer is impossible, but even a short article mentioning his indelible score would've made the 30th Anniversary tribute that much more enjoyable and memorable.

I eagerly await your next issue: Bring on the Klingons!

Keith Rowe
Foothill Ranch, CA

We weren't suggesting that issue 23's coverage of *Star Trek: The Motion Picture* was intended to be exhaustive, and an upcoming issue will indeed be focusing on the musical side of the franchise – from Alexander Courage to Michael Giacchino.

treknology

THE FUTURE REALLY BEGINS HERE

COMPILED BY
DR. CHRIS DOWS

PROBE 2007

PREDICTION SCANNER



BORG BLOOD?

When The Borg assimilate an individual, they do so through the circulatory system. Nanites course through the bloodstream of the victim, but life after that is sustained by the drones' ability to generate their own blood much as they would have done before. Two significant advancements in the race to develop artificial blood and synthetic red blood cells not only hold great promise for medical science, but just might have the dear old Borg Queen sending out a few Cubes to take a closer look.

Finding an alternative to blood that would be suitable for all people, guaranteed free of contamination and easy to store is very big business, and researchers at the University of Essex in the UK have just submitted a patent for their bio-engineered hemoglobin, which they feel is the key to creating a true blood substitute. Outside of its protective red cell, hemoglobin is toxic and when damaged can cause serious

injury to the kidneys and heart, but the molecules engineered by Professor Chris Cooper and his team have been modified to be significantly less dangerous, yet still be able to carry oxygen around the body.

Over at UC Santa Barbara in the US, a bio-engineering team has been investigating a similar approach in the synthesis of red blood cells and recently announced the successful manufacture of particles with similar flexibility, softness and oxygen-carrying ability of natural cells. By constructing a doughnut-shaped polymer template coated with up to nine protein and hemoglobin layers, they then removed the template to leave their sRBC (synthetic red blood cell) that, incredibly, only loses 10 per cent of its oxygen-binding capacity after a week. What's more, their sRBCs have proved highly effective in the controlled release of drugs and, because they show up so well on scans, use within diagnostic imaging.



L-CLASS? TRY HELL-CLASS

L-Class planets such as Indri VIII can just about support human life, as seen in *Star Trek: The Next Generation's* "The Chase," and there were high hopes the recently discovered rocky planet CoRoT-7 could have been the first Earth-like world found outside our solar system. Sadly, closer investigation has not only shown its surface temperature might range from 2200 C in the sun to -210 C on its dark side but, due to its elliptical orbit bringing it close to its star, probably has extreme, worldwide volcanic activity. For now the quest for strange new worlds that can support life continues.



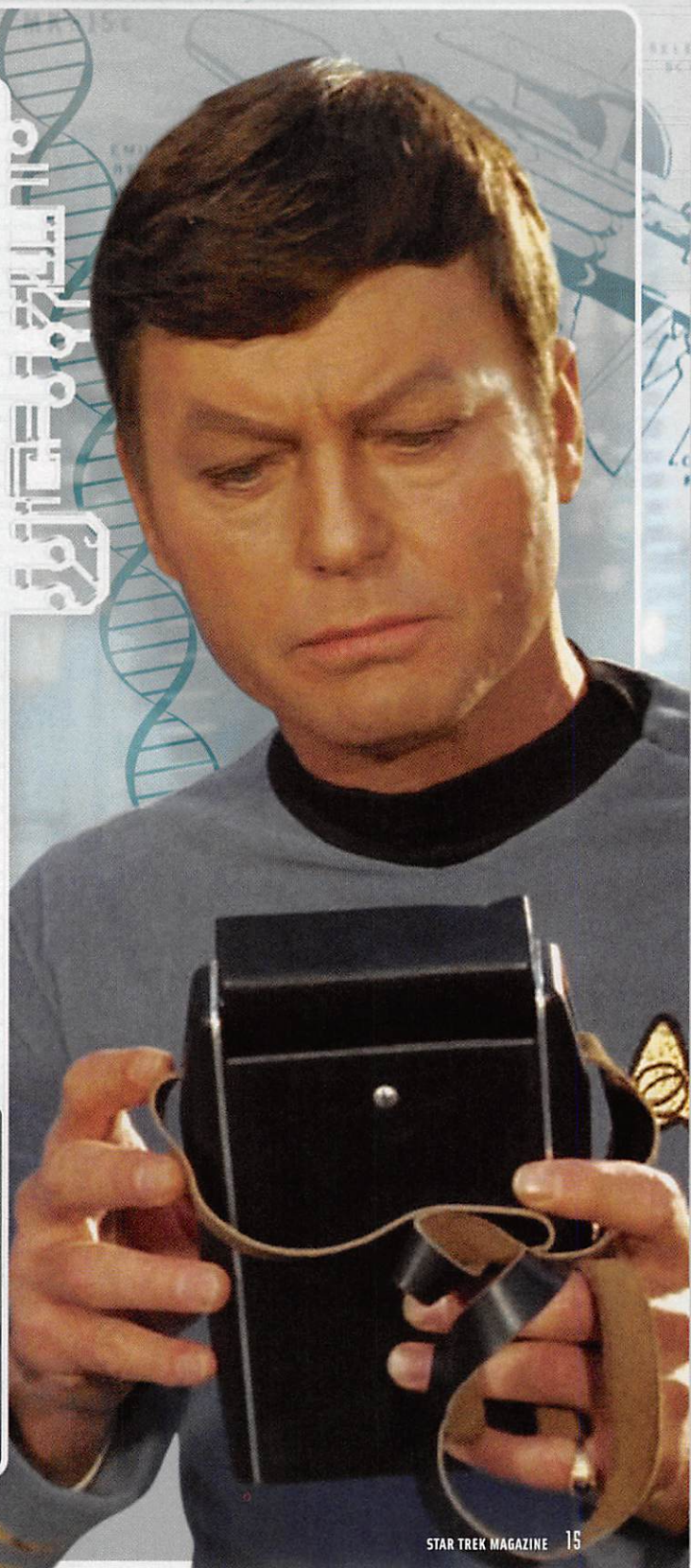
TRICORDER TECHNOLOGY MOVES INTO RANGE

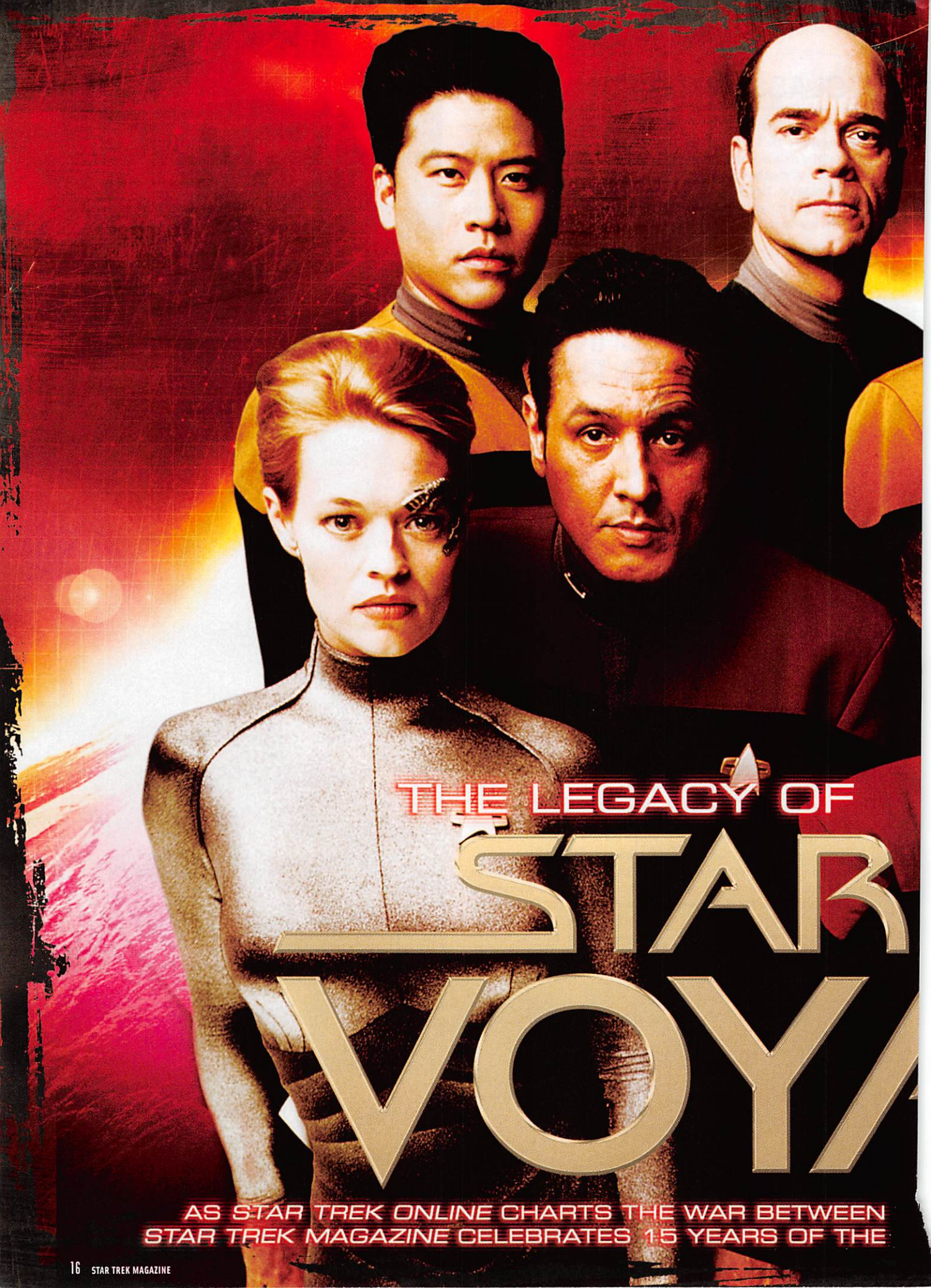
Can you imagine how Dr McCoy would react if he had to wait days to make a diagnosis instead of seconds, or if Kes told the EMH a patient's test results would be with him next week? It's a very real frustration faced by today's medical practitioners, but the advances made in the detection of cancer biomarkers by a team of Yale University researchers could dramatically speed up the identification of serious diseases. Thanks to their revolutionary use of nanowire sensors to first detect and then accurately measure the amount of biomarkers in blood samples, the hope is that a highly accurate, portable sensing device might soon be developed with the ability to identify a wide range of conditions within 20 minutes.

While the existence of biomarkers has been known for years, the problem lies with the tiny concentrations in which they exist within whole blood rather than refined laboratory samples. To give you an idea of the sensitivity concerned, the nanowire sensors need to detect the equivalent of a grain of salt dissolved in a swimming pool. Concentrating on prostate and breast cancers, the Yale team knew their tell-tale antigens were very difficult to detect because they're easily masked by other elements such as proteins and ions. The trick was to create

a method of filtering the sample so the biomarkers could be gathered in such concentrations to make detection – and diagnosis – possible. Early results are promising, and the team continues to refine their technique.

Issues of hard-to-detect, potentially deadly substances plague a very different field of science. Apart from the 'Houdini' mines used by the Jem'Hadar during the siege of AR-558, a standard Starfleet Tricorder has little problem in exposing just about any threat object – a luxury not shared by those wishing to remove the scourge of anti-personnel mines across the world. Detecting plastic mines is hugely problematic because they're designed to evade normal metal detectors, but a team of European researchers have developed a system that makes a three-dimensional scan of the temperature underground and, thanks to a unique algorithm, indicates where the mines might be located due to the temperature differential between the objects and their surroundings. Previous attempts to accurately calculate thermal variations have proved difficult, but with a combination of a new programming language and adapted hardware, the accuracy and speed of detection has improved significantly – as has the chance of saving lives. ▲





THE LEGACY OF
STAR
VOYAGER

AS STAR TREK ONLINE CHARTS THE WAR BETWEEN
STAR TREK MAGAZINE CELEBRATES 15 YEARS OF THE

A promotional poster for the TV series Star Trek: Voyager. It features the five main characters in their uniforms: Neelix (top left), Kes (top right), Tom Paris (center), T'Pol (bottom left), and Neelix (bottom right). The background is a fiery orange and red, with a large, glowing red eye-like structure on the right. The title "TREK VOYAGER" is prominently displayed in a large, metallic, 3D font across the bottom half of the image. The word "TREK" is on the top line, and "VOYAGER" is on the bottom line. A small Starfleet insignia is visible on the left side of the "TREK" wordmark. A trademark symbol (TM) is located at the end of the "VOYAGER" wordmark.

TREK VOYAGER™

SPECIES 8472 AND THE ALPHA QUADRANT RACES,
SERIES THAT INTRODUCED THE UNDISCOVERED COUNTRY CONFLICT...



HONORING

Following her appearance in *Star Trek Nemesis*, the fate of the *Starship Voyager's* captain, Kathryn Janeway, differs depending on which timeline you follow. The Pocket Book novels suggest that she meets her end two years later, in 2381, while the backstory to *Star Trek Online* sees her still as much scientist as leader at the start of the 25th Century. Whichever path she eventually treads, there's no arguing that she is one of the iconic characters of 24th Century Starfleet, as author Kirsten Beyer explains...



JANEWAY

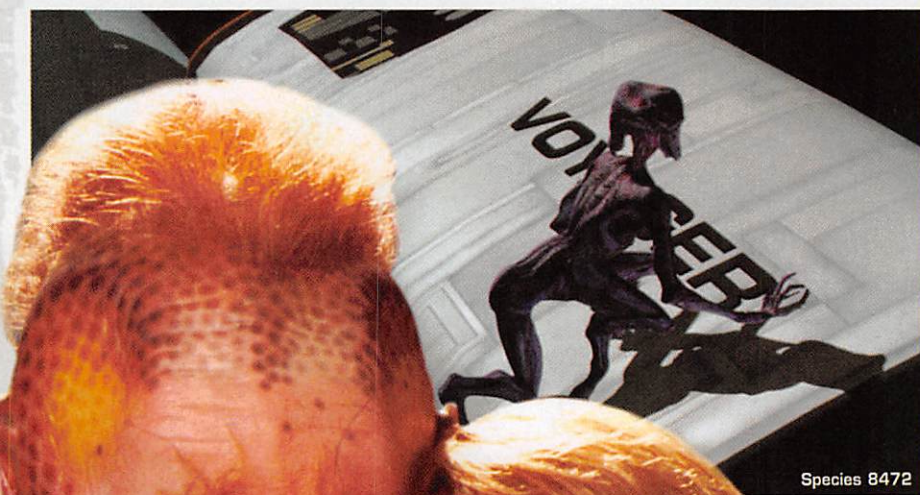
Many will remember Kathryn Janeway for her accomplishments as a Starfleet officer. Among her most formidable was the duty she performed in leading the *Starship Voyager* through the Delta Quadrant. During a mission in the Badlands, her ship was dragged 70,000 light years to the far reaches of the galaxy. Her first choice would have been to use the same alien technology that brought her ship that distance to send them home. Doing so, however, would have endangered the lives of the Ocampa, a species native to the Delta Quadrant that had been tended to by a powerful sporocystian life form known as the Caretaker. She chose the more difficult path. She destroyed the Caretaker's array to protect the Ocampa, forcing her crew to begin a journey home that by all rights should have taken 70 years.

But Kathryn Janeway was not about to let that happen. *Voyager's* crew made it home in seven years and was lauded upon their arrival for their determination in the face of adversity. Captain Janeway's greatest accomplishment, however, was not *Voyager's* safe return – it was the manner in which she led her crew on the journey.

Janeway dedicated her life to the best principles of Starfleet. Her first act after destroying the array was to welcome a group of Maquis resistance fighters who had shared *Voyager's* fate

on board her ship. Their commanding officer, Chakotay, became her first officer, and the rest were assigned positions as crewmen in their respective specialties. Never one to waste potential, Janeway eventually made another, B'Elanna Torres, her chief engineer. What should have been a rough transition for both crews was eased by her choice from the start to forge these two disparate groups into a single Starfleet crew.

Little else about the journey would prove as simple. *Voyager* was lost in an uncharted region of space. Two natives of the Delta Quadrant, an Ocampan named Kes and a Talaxian called Neelix, were brought aboard at their request to help Janeway find her way through friendly and hostile territory, and both served with distinction in that capacity. Although Janeway was faced with the option only months into their journey to compromise her convictions and in violation of the Prime Directive, accept space-folding technology from a group of alien renegades whose government had refused to share it, she held true to her beliefs, despite the blow this struck to her crew's morale in the short term. She rightly recognized that no quick solution was worthwhile if it forced her people to abandon the best in them, including their duty to abide by Starfleet regulations.



Species 8472



U.S.S. Equinox

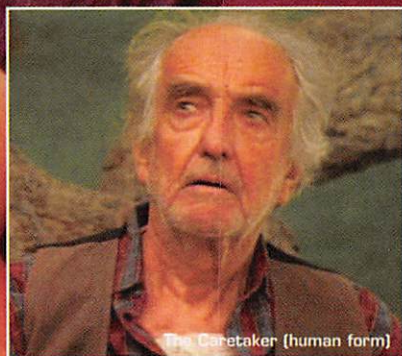


Hologram

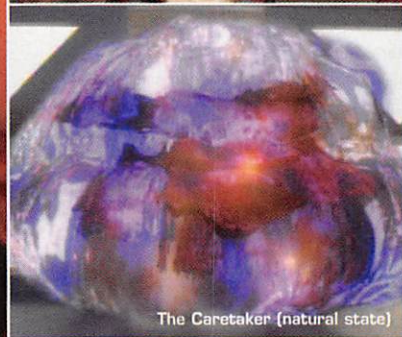
Neelix (Talaxian) and
Kes (Ocampa)

This position would prove prescient when years later, *Voyager* encountered another Starfleet vessel lost in the Delta Quadrant, the *Equinox*. Captain Ransom had long ago chosen expediency over honor, forcing his crew to capture and brutally murder another alien species to shorten their journey. The personal toll this took on Ransom and his officers was evident, a dark mirror reflected back upon Janeway, and though her disgust at Ransom led her close to the line dividing dark from light, ultimately the example she had already set for her own officers, particularly Commander Chakotay and her tactical officer, Lieutenant Commander Tuvok, guided them in bringing her back from the brink before her values were as compromised and wasted as Ransom's.

Another early challenge for Captain Janeway was choosing whom to trust among the many species *Voyager* encountered. Some, like the Kazon, were antagonistic from the start. This fierce tribal species dogged *Voyager's* path from their first days in the Delta Quadrant,



The Caretaker (human form)



The Caretaker (natural state)

THE EARLY YEARS

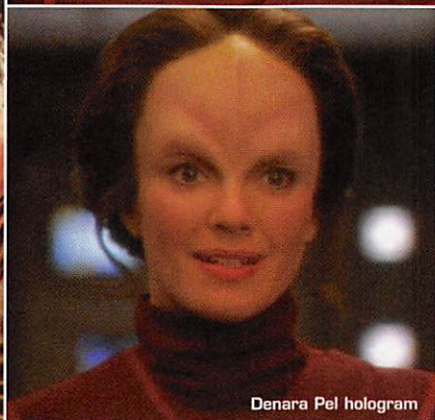
The story of Kathryn Janeway did not begin, nor did it end, with the adventures chronicled in the series *Star Trek: Voyager*. Her life prior to *Voyager's* launch was illuminated by series creator, Jeri Taylor, in the novel *Mosaic*. There, readers learned that Janeway had faced seemingly insurmountable obstacles long before she became *Voyager's* captain, including capture by the Cardassians and great personal tragedy in the loss of her father and fiancé during a shuttle test flight when she was still a junior officer. This loss was pivotal in her personal development, and her ability to rise from the ashes of deep personal pain became a characteristic which defined and epitomized her.



Kazon



Vidiian



Denara Pel hologram

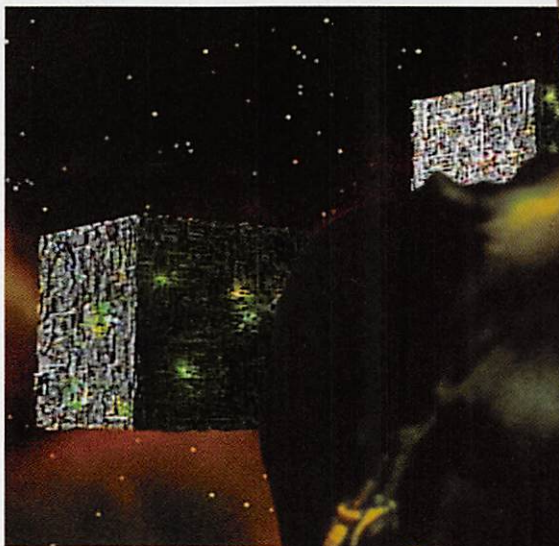
taking every opportunity to attempt to capture *Voyager's* vastly advanced technology. A brief failure to heed her better angels led Janeway to attempt to reconcile the Kazon with the Trabe, a race that had once enslaved them, but more recently, suffered cruelly under their rule. Trabe leaders used Janeway's proffered olive branch to attempt to assassinate the Kazon leadership once and for all at a peace conference. Though her officers were successful in foiling the plot and saving the Kazon, this only further entrenched their enmity toward the "Federations" and Janeway was reminded that her gut instincts, particularly the one which had encouraged her not to take sides in any internecine affairs, were disregarded at her peril.

There were, however, some notable diplomatic successes along the way. The Vidiians were a humanoid species suffering from a terminal illness known as the Phage. No permanent peace was established with them, but the humanitarian aid granted to one of their doctors, Denara Pel, by *Voyager's* unique chief medical officer, an emergency medical hologram known only as The Doctor, led Pel to return the favor later when Captain Janeway and Commander Chakotay were infected by an alien parasite, stranding them on a hostile planet. Pel risked her own life to deliver a cure to *Voyager*, allowing them to continue on their journey with the senior staff intact.

A chance encounter with a disenchanted Q, weary of his immortal existence brought Janeway to a place no other Starfleet officer had ever seen – the Q Continuum. Asked to arbitrate the dispute between this Q and his fellows, Janeway ultimately decided to honor his request for diplomatic asylum. This choice led to universe-altering discord within the Continuum, but ultimately Janeway and her crew helped restore peace and Janeway was rewarded with the grudging respect of the Q and the dubious honor of being made godmother to the first offspring ever created by the Q.

THE BORG

Perhaps no diplomatic overture was as compelling or surprising as the brief alliance Captain Janeway forged four years into their journey with one of the greatest evils Starfleet has ever encountered – the Borg. The Federation had long been aware that the Borg came from the Delta Quadrant. Janeway feared that encountering them was only a matter of time. Once *Voyager* did, they found the Borg on the losing end of a conflict with a race they had designated Species 8472. These powerful aliens originated in fluidic space and the Borg were unable to develop countermeasures to their advanced weapons. The Doctor succeeded where the Borg had failed, and using this as a bargaining tool, Captain Janeway convinced the Borg to grant her ship safe passage through their space in return for sharing this technology and turning the tide



Borg Queen

of the conflict. This choice was not easily made, and was met with resistance by her senior staff. Janeway believed, however, that it was the only means to ensure her crew's survival and though the alliance ultimately failed, she was proved right.

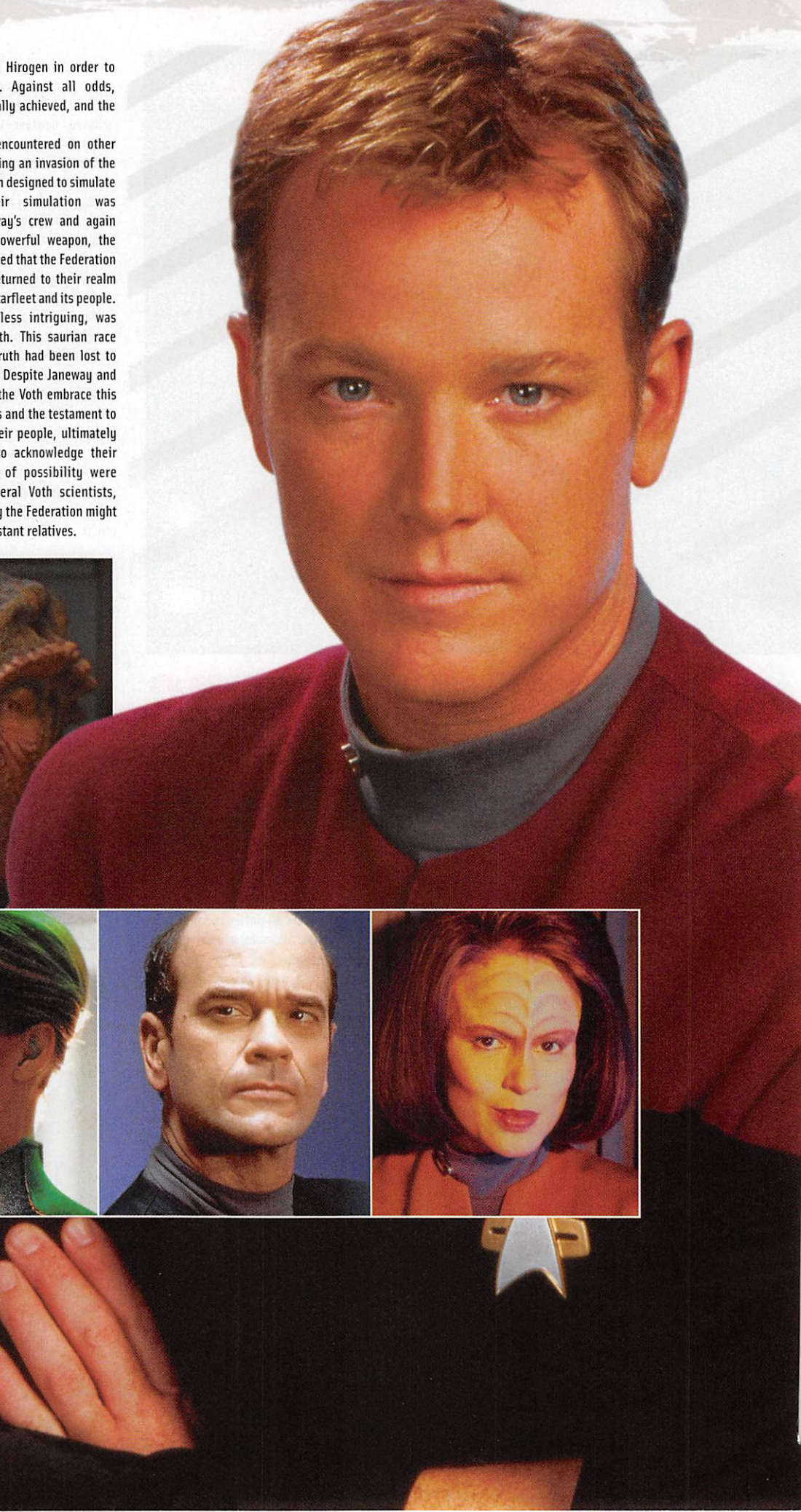
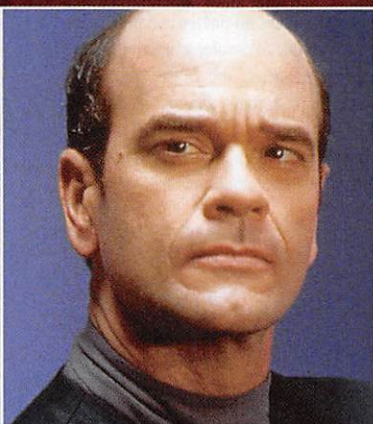
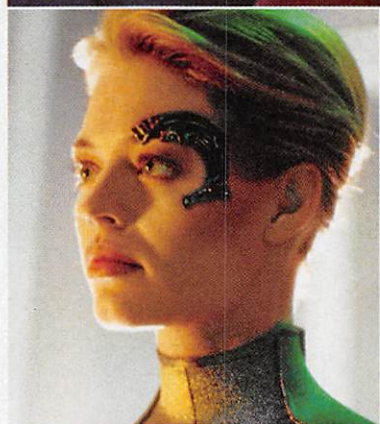
An unexpected benefit of this adventure was the addition of a Borg drone, Seven of Nine, to *Voyager's* crew. Initially sent as the Borg's representative to facilitate the alliance, Janeway was forced to sever her from the Collective in order to save *Voyager*. Seven was initially unwilling to accept her new condition, but as she began to explore her new life, soon became a valued and irreplaceable member of the crew, finally grateful that Janeway had returned to her what the Borg stole when she was only a child – her humanity.

Though it would be impossible to catalogue in brief the many other amazing species and life forms discovered by *Voyager*, some of the most interesting included a race of hunters, the Hirogen, who for a brief time were able to capture the ship and use its holographic technology to satisfy their bloodlust for the hunt. Janeway ultimately was able to regain control of the ship, thanks largely to the efforts of her ops officer, Harry Kim, who had been kept outside the

holographic simulations by the Hirogen in order to keep them running properly. Against all odds, a diplomatic resolution was finally achieved, and the Hirogen departed in peace.

Species 8472 were also encountered on other occasions, most incredibly plotting an invasion of the Alpha Quadrant on a space station designed to simulate Starfleet Headquarters. Their simulation was successfully invaded by Janeway's crew and again wielding peace as her most powerful weapon, the aliens were (apparently) convinced that the Federation posed no threat to them and returned to their realm with a better understanding of Starfleet and its people.

Less successful, but no less intriguing, was *Voyager's* discovery of the Voth. This saurian race originated on Earth, but that truth had been lost to millennia of religious doctrine. Despite Janeway and her crew's best efforts to help the Voth embrace this reality for the marvel that it was and the testament to the wisdom and fortitude of their people, ultimately the Voth leadership refused to acknowledge their common heritage. The seeds of possibility were planted, however, among several Voth scientists, along with the hope that one day the Federation might learn more of these powerful distant relatives.



HER CREW

Noteworthy as these accomplishments were, some of Janeway's greatest successes were more personal in nature. Her acceptance of the Doctor as a unique individual led to him attaining sentience – something almost never seen in a hologram. This determination was tested on several occasions when his programming faltered, but Janeway never lost faith in him and as a result, her crew benefited from his expertise while gaining a valued comrade.

Seven of Nine was another example of Janeway's faith in the depth of the human spirit. At times, this proved to be the most challenging of Janeway's relationships. Seven's birthright from the Borg had been the collected wisdom of billions of minds, but through patient counsel and encouragement, Janeway proved to Seven that pure knowledge paled in comparison to the emotional intelligence contained in the human heart.

B'Elanna Torres, Janeway's chief engineer, was another who benefited enormously from her captain's guidance. Half-Klingon and half-human, Torres's divided nature often proved emotionally challenging. Janeway created an environment where this troubled warrior finally flourished, ultimately embracing the Starfleet principles she had once abandoned when she left Starfleet Academy to join the Maquis. B'Elanna's technical solutions were often unconventional, albeit inspired. By entrusting B'Elanna with her crew's safety, Janeway gave her the opportunity to excel and to begin to find the emotional equilibrium she had long been seeking.

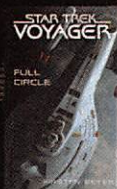
But no officer found a fuller road to redemption under Janeway's watchful eye than her conn officer, Lieutenant Tom Paris. The son of an admiral, destined for Starfleet service, Paris had rebelled as a youth, ultimately landing in prison for joining the Maquis. Janeway brought him to *Voyager* as an advisor on her mission to the Badlands, but granted him a well-

earned field commission after the ship was brought to the Delta Quadrant. Despite occasional lapses, ultimately Tom proved worthy of the faith Janeway placed in him, maturing as both a man and one of her most valued officers.

If anything defined Kathryn Janeway, though, apart from her devotion to duty and her determination to lead her crew home, it was her capacity for self-sacrifice. Even in her darkest days, she never lost sight of the debt she owed to all of her people. She risked what was necessary, put herself in harm's way more often than her senior officers would have liked, and believed in each and every member of her crew even when their belief in themselves faltered. Her success as a leader cannot be measured simply in what she accomplished by bringing *Voyager* safely home. It is best seen in the impact she had on the lives of those she led, the passion with which they followed her, and the lessons they all learned on the long voyage home. ▲

POST-NEMESIS

Her life after *Voyager*'s return to the Alpha Quadrant has also been explored, including her promotion to the Admiralty where she continued to watch over her former crew and when necessary, face difficult challenges by their side. And it is here that the timelines diverge.



In the novels, her true nature was most fully realized in her untimely

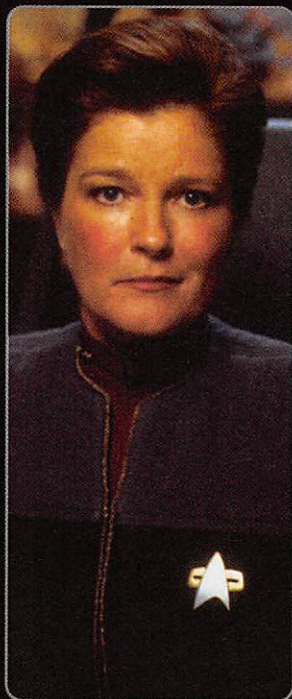
death. Faced with a new Borg threat, Starfleet considered sending *Voyager* back to the Delta Quadrant to assess the state of the Borg and the likelihood that they would ultimately strike in the Alpha Quadrant. In hopes of sparing her former crew this mission, she chose to investigate what was thought to be a renegade Borg cube and was assimilated by the evolved vessel. Forced to destroy much of what she held dear by her transformation, she was ultimately able to triumph over her nemesis with the help of Seven of Nine, finding what little was left of her human spirit and sacrificing herself to destroy the cube before it could strike Earth.

Her crew continued to mourn her loss, even as many of them were reunited and began a new journey of exploration. Readers know, however, that her former unique experiences with the mysterious race known as the Q, led one of them to take special interest in her life and death and that through their intervention, something of her essence survived. Although she has been assured that she can never return to her former life, this is *Star Trek*, which means there are always "possibilities."

STAR TREK ONLINE

The alternate path, chronicled in the backstory to *Star Trek Online* and the novel *The Needs of the Many*, shows Janeway reacting to a different threat from her past. In this timeline, the Borg invasion, chronicled in the *Destiny* trilogy, did not materialize in 2381. Accordingly, as Jake Sisko says, the passage of time since the *Voyager*'s return from the Delta Quadrant "has made her a silver-haired Starfleet eminence – albeit one with an unmistakable glint of self-effacing humor in her questing and ever-curious scientist's eyes."

However when the star Hobus went supernova in 2387, destroying Romulus, the Admiral was concerned that it might really be masking a gateway for the return of Species 8472 – otherwise known as the Undine. It was a theory that she was still clinging to, despite apparent evidence to the contrary, as late as 2407, when Jake Sisko interviewed her aboard the science ship, the *U.S.S. Tucker*, on a "routine" check of the Hobus Cinder. Whether her suspicions are true, and what part she will play in the events from 2409 onward is yet to be revealed...



Lost & Found

Historian Larry Nemecek turns the clock back to September 1994 and discovers some rare visual treats from the filming of *Star Trek: Voyager's* pilot episode.

As we honor *Voyager's* 15th birthday this issue and dive into some rare visuals from those early days, we're reminded all over again how turbulent was the launch of the lost little ship's saga, more so than any other of the *Star Trek* spinoffs.

It was tough enough for the fresh design and storytelling required with the series' setting in an isolated, all-new quadrant of the galaxy far from established locales and cultures. But finding the new Captain Kathryn Janeway proved to be the most torturous casting process ever seen in any *Star Trek*.

Filming on the pilot "Caretaker" began on Tuesday, September 6, 1994, after a couple days of camera tests, with Genevieve Bujold listed first and called before cameras as Janeway two days later. As fans know, Bujold famously lasted not quite two more days as "Nicole" Janeway, and the scramble began anew for another week. Not till Monday, September 19 did the name "Kate Mulgrew" grace the daily call sheet on the Player No. 1 line.

Not as well known now is that the saga of Janeway's hair became nearly as infamous as the casting itself: Mulgrew began the role with her natural, easy-care simple cut – but after a few days of filming, producers decided to put her into a more severe bun, requiring all the first days' footage to be reshot. Here in a candid photo from that first week, Janeway listens in her original cut to director Rick Kolbe – a style that, amid all the hair hullabaloo, would come back as her norm after all some three years later!

That bun was established by the time Mulgrew, cast and crew headed out for the Kazon-Ogla village scenes, shot over two days on location on the El Mirage dry lakebed northeast of Los Angeles near Acton. The very first scene filmed there was the last of the sequences – and here, from Tuesday, September 27, our stalwart heroes don't seem nearly so alone on Ocampo when the camera turns around and takes in Kolbe's test framing, with first assistant director Jerry Fleck in shades and cap next to him, and all the crew and their trailers stretched across the distance.

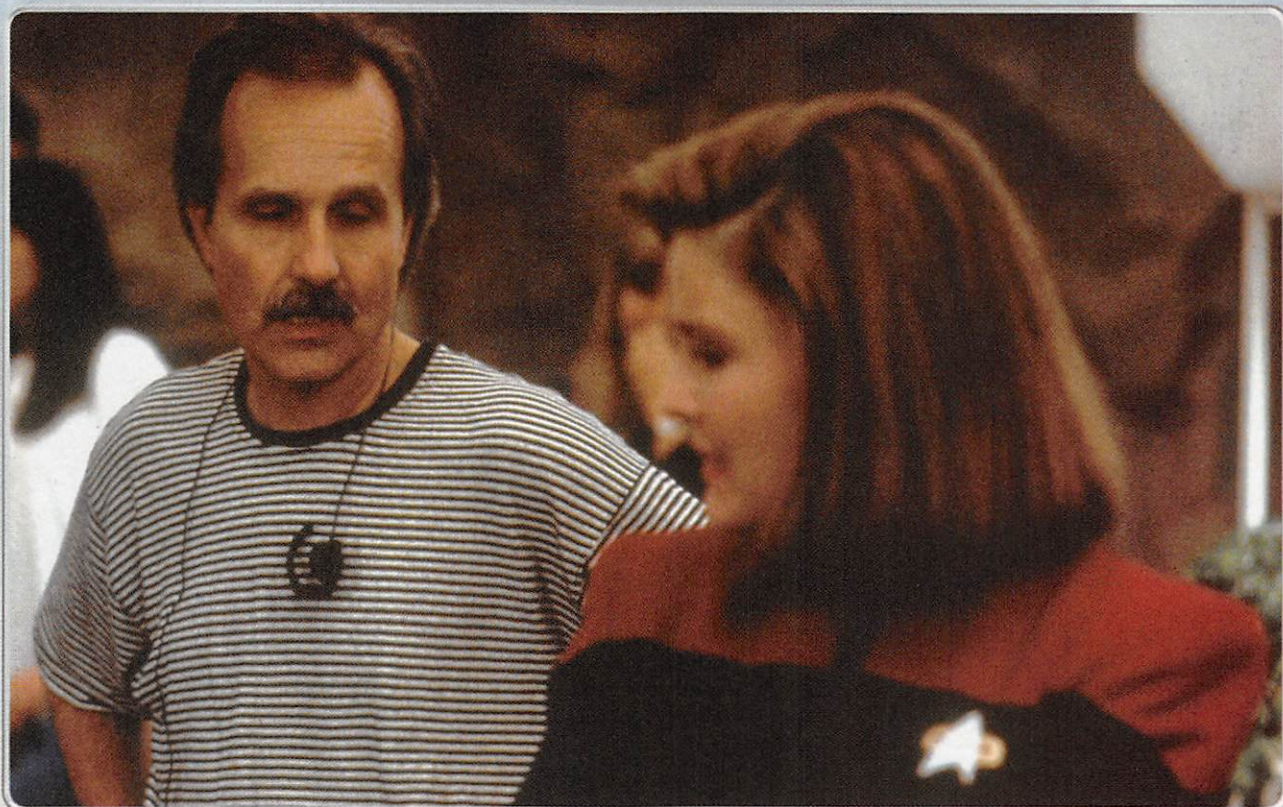
The archives also yield up some other gems: examples of the ubiquitous "approval Polaroid." Before digital cameras got so cheap, crews depended upon the instant-print Polaroid process to quickly record sets, props and makeups, so they could get producers' approval of them remotely, rather than have the actors make a trip across the lot from the stages to the offices. Here, you can see the "approval Polaroid" and photo record of B'Elanna's original Maquis outfit, shortly before the first scene of "Caretaker" filmed on Monday, September 12, and the same from (John) Ethan Phillips' Neelix, here modeling his trader's garb as first seen by the crew of the *Voyager* and the audience! ▲



JOHN PHILLIPS "NEELIX"
SC 97 w/ COAT / SC 96 w/ COAT
SC 96, 97 721. CHNG # 1



Roxann Biggs "Torres"
SC. 1-10 721 CHNG # 1



Manu Intiraymi is ICHEB

Seven of Nine wasn't the only person rescued by the *Voyager* crew from the Borg. In the show's final two years, viewers watched as Icheb struggled with his heritage as a Borg drone. Steven Eramo caught up with the young actor to look back a decade at his assimilation into the *Voyager* collective...

When he was five years old, Manu Intiraymi's parents took him to see a local community theater production of *Peter Pan*. The little boy sat there in awe and watched as the actors were picked up one by one on wires and began flying around the stage. He desperately longed to be up there with them, and from that point on decided that acting was going to be part of his future.

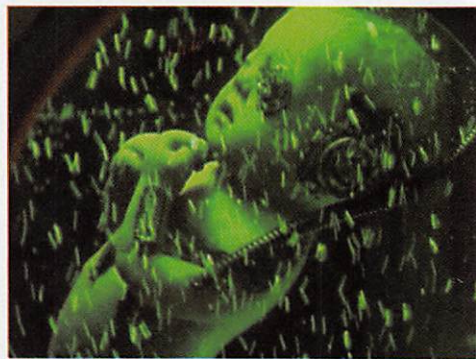
"I was always trying to get my parents to go to Los Angeles because I wanted to be on TV and act, sing or be a rock star," says Intiraymi. "I was kind of the class clown when I was in seventh grade, and my English teacher suggested I should try to get into drama school. I was fortunate enough to be able to do just that, and I ended up getting one of my coolest teachers ever, Mike Lebo. If I ever win an Oscar I would definitely thank him. Mike had a huge impact on my life and I attribute his confidence in me as well as his teaching for making me want to pursue an acting career."

Intiraymi's dream to move to Los Angeles eventually became a reality, and since then he has amassed a varied list of stage, feature film and TV credits. The actor is best known to *Star Trek* audiences for his recurring role of the young ex-Borg Icheb in *Star Trek: Voyager*. Although already a *Star Trek* fan, specifically *Star Trek: The Next Generation*, he had to

do some research on the franchise's most feared adversary before auditioning for *Voyager*.

"The thing is, the Borg had kind of evolved since we initially met them in *TNG*," notes the actor. "I'd seen *Star Trek: First Contact*, but they don't talk in the film and I hadn't watched enough episodes of *Voyager* to see how the Borg moved or spoke. Lucky for me, my uncle is also a *Star Trek* fan, as is a friend of mine, so they both gave me a bunch of tapes, and I watched loads of episodes in order to get a feel for what the Borg had become. I then added all that to the human emotions and personality of the character I was reading for, and went from there."

"I actually had three auditions for *Voyager*. The first was with the casting director, Ron Surma, the second was for the show's producers, and the last one was with the show's executive producer, Rick Berman. Ron Surma was there as well, so he read with me and I just focused totally on him and the scene. The actual part was for Boy Number One, the tough leader of the Borg children. I felt good about what I'd done, left the audition and later that day they phoned and offered me the part... of Boy Number Two. That turned out to be a real blessing in disguise for me, though, because Number One ended up dying and Number Two became Icheb."





COLLECTIVE

A member of the Brunali species, Icheb was a small child when he was assimilated by the Borg and placed inside a Borg maturation chamber to grow into an adult drone. A space-borne virus later infected the Borg cube that he was aboard, killing all the adults and severing the vessel's link with the Borg. In the season six *Voyager* episode "Collective," the U.S.S. *Voyager* discovers Icheb and four other neonatal drones still living onboard the cube and trying to return to the Borg. Captain Kathryn Janeway (Kate Mulgrew) manages to persuade four of the children, including Icheb, to join *Voyager* before their cube is destroyed. It was the start of a brand new chapter in their lives, and Intraymi's as well, who sums up his first day on the *Voyager* set in one word.

"Scary," he recalls. "I didn't have a great deal of confidence starting out because I had looked up to these actors, like Robert Picardo [the Doctor] and Jeri Ryan [Seven of Nine], who, of course, everyone knows, and I was nervous to work with her on that first day. Also, knowing how things can work, when you're a guest-star on a TV show that's been on the air for a while, you sometimes run into people who are very standoff-ish and have big egos, so you're not accepted. However, on *Star Trek* it was the exact opposite. When I did this episode, everyone was very friendly. Jeri turned out to be the nicest lady in the world and the director [Allison Liddi] was wonderful to work with.

"The makeup I wore for this episode was cool, too. As soon as I put on that Borg outfit, 50 per cent of

my acting was done for me. The actual costume was so constricting that you moved as if you were a robot. So as soon as my first day of work was over, I found out that the people on *Voyager* were very humble and welcoming, which was great."

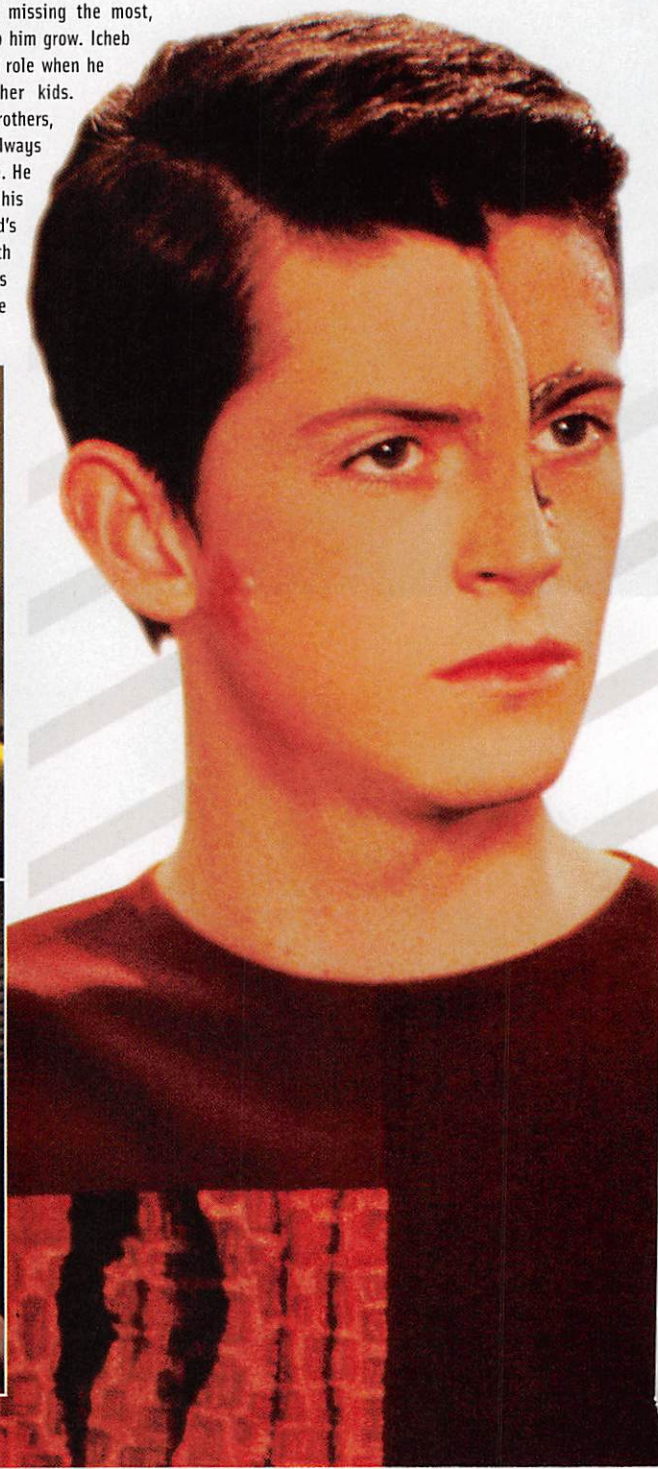
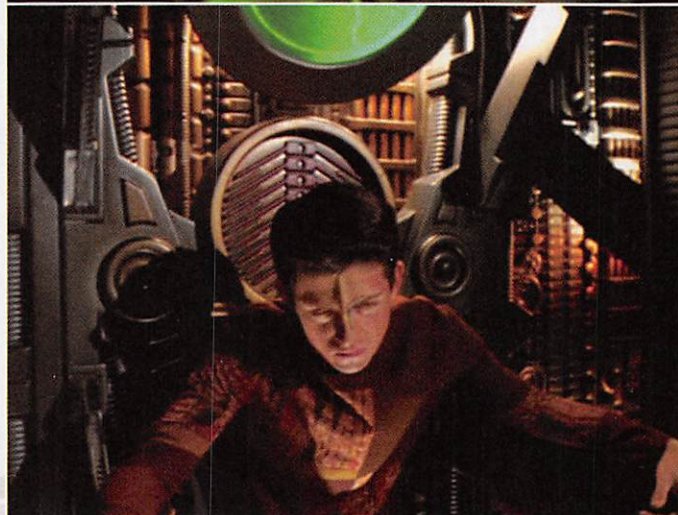
With his character having survived the destruction of the Borg cube in "Collective," Intraymi went on to appear in several more *Voyager* episodes over the next two years. Being his first recurring acting role, he relished the chance to see his character further grow and develop during this time.

"At first, Icheb was completely confused," says the actor. "He was just a young kid who couldn't remember who he was or where he was from. All he had was his name. It was almost like waking up with amnesia. Icheb also really didn't have much of an idea about emotions, except frustration and anger, but it was an innocent anger.

"He then began working with Seven more and more, and that allowed him to establish a family structure. That's what he was missing the most, someone to learn from and help him grow. Icheb also then took on a big brother role when he started working with the other kids.

Suddenly, my character had brothers, sisters and a mom – Icheb always looked at Seven as a mom figure. He was eventually reunited with his parents [in the episode "Child's Play"] and went back to live with them. At the same time, Icheb was very sorry to leave the family he had made on *Voyager*."

"As soon as I put on that Borg outfit, 50 per cent of my acting was done for me. The actual costume was so constricting that you moved as if you were a robot."



IMPERFECTION

"When his parents nearly sacrificed him in the hopes of destroying the Borg, my character was basically forced back onto *Voyager*," Intiraymi continues. "That, however, was when he realized his true destiny was to be part of a starship crew. He wanted to get back to Earth along with everyone else and, if they made it, officially enroll in Starfleet Academy. In 'Child's Play' we find out that Icheb was bred with an anti-Borg virus to kill Borks. My character now understood that he had a great deal to offer the family unit that was the Federation. He became far more confident and found his true calling, if you will. Icheb's story was basically that of a confused young man who, by the end of the series, became a confident man."

In the seventh season's "Imperfection," Icheb is prepared to sacrifice his own life to save Seven's. This is not only Intiraymi's favorite *Voyager* episode, but also the one he found the most challenging. "There was an intense conflict in this story and some intense acting as well," he says. "Near the end of the episode, Icheb disengages his cortical node and is dying. At the same time, he's yelling at the Doctor, Captain Janeway and Seven to give his node to Seven."

"All these emotions are going on inside me, and [as the character] I'm thinking, 'Am I going to die? Why won't these people listen to me? I know I can save Seven.' It was the only time during my *Star Trek* experience that I had to walk off to the side of the set before we began to do that scene and really build myself up emotionally and convince myself that I was dying. It was the one time when I really had to act. Of

course, in the other episodes I was acting, but here I had to yell, cry, scream and maintain that emotional intensity for take after take and keep it fresh for that scene. It was really difficult, but extremely fulfilling as well for me as an actor."

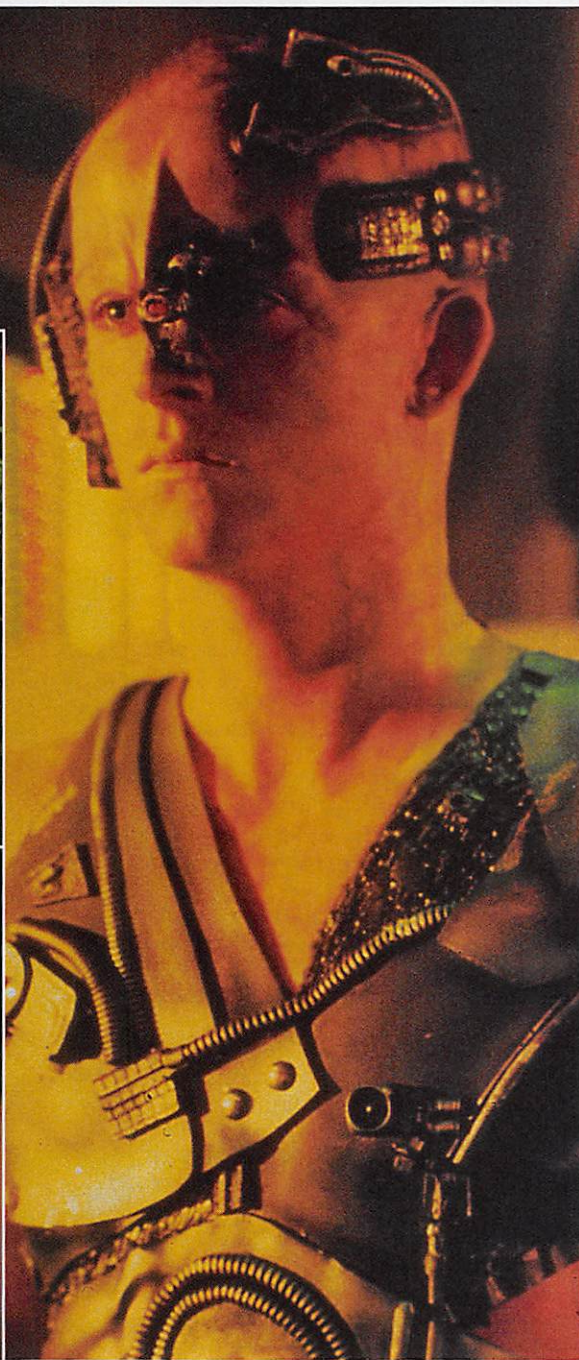
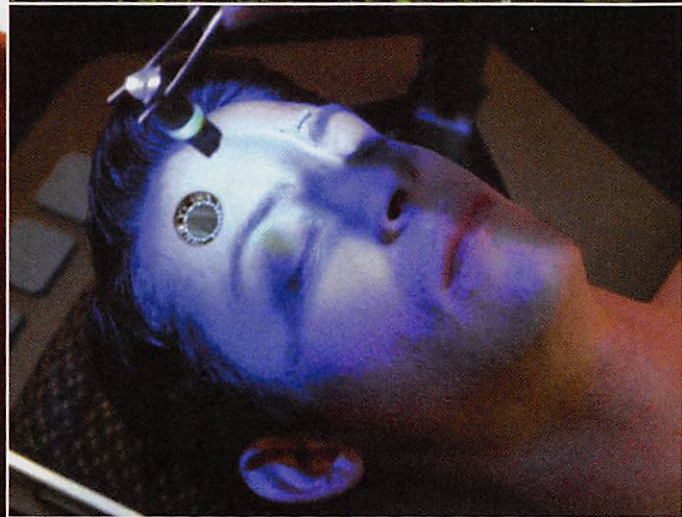
"And the best thing that happened to me with this episode had to do with Robert Picardo. I'd looked up to him for quite a while and it's a kid's dream to come to Hollywood and work with someone like him. After we shot that scene, Robert came up to me and said, 'Because we've been doing this for so long, we've got it down and things don't seem as new. Every once in a while, though, a guest star comes along who's good and who wakes us up. And you're a good actor, kid.' My heart jumped. To get a compliment about your acting skills from someone as talented as Robert is a total thrill. So that episode was definitely a big plus for my soul, my career, everything."

One of the perks experienced by most people who work on *Star Trek* is contact with fans, and Intiraymi is no exception. "Star Trek fans are the coolest people on

Earth," enthuses the actor. "I like to do work that affects people in a good way and inspires hope and love for this world. *Star Trek* really focuses on that, and the fans are peaceful, humble, spiritual individuals. *Star Trek* promotes a good future and those who watch it believe in a good future as well."

The past year has been an especially busy one for Intiraymi, who can be seen in three upcoming films – *Masterpiece*, *Zah-A-Pizza Movie* and *Fortress*. While he continues to enjoy the actual acting process, he gets just as big a kick out of watching the finished product

"I went to Boise, Idaho and saw a movie I did called *Whatever It Takes*," says the actor. "I sat in the theater with all these people and heard them laugh at something my character did. I thought, 'How many more people saw this film and laughed at the same thing? Wow, for a couple of seconds I made like a million people happy.' That's the reward for an actor. Even when you don't actually see it, just knowing you got people to feel something is a good thing." ▲



Compare and Contrast



HERO WORSHIP

What connects Abraham Lincoln and Leonardo da Vinci? Kevin Lauderdale examines what Captains James T. Kirk and Kathryn Janeway learned from their heroes...



Heroes inspire and provide examples for us to emulate, and while the central characters of *Star Trek* have become heroes to many, they themselves looked up to other, real people. We know that two of the most successful Starfleet Captains, James T. Kirk and Kathryn Janeway, had their own childhood heroes, Abraham Lincoln and Leonardo da Vinci respectively – but what lessons did they learn?

In the *Star Trek* episode "The Savage Curtain" Captain Kirk says that Abraham Lincoln, the 16th president of the United States, was a hero of his when he was young. Kirk seems to have adopted many of Lincoln's traits and elements of leadership style for his own.

Kirk's most obvious similarity to Lincoln is in his role as a fellow Great Emancipator. Lincoln came to that position with a certain ambivalence. He did not view himself as the man whose destiny it would be to bring a final end to slavery in the United States. He wrote that if he could preserve the Union by freeing all, some, or even none of the slaves, he would do so.

Lincoln was a pragmatist, but Kirk is an idealist. Despite his devotion to the rule of law as embodied in the Prime Directive, Kirk is quick to overturn any slave-holding authority he encounters, from the computerized Vaal of "The Apple" and Landru in "The Return of the Archons" to the disembodied Providers of "The Gamesters of Triskelion" to neo-Nazis in "Patterns of Force."

One of Lincoln's earliest presidential actions was to appoint three men to his cabinet who had run against him for public office. This "team of rivals" put the best men in politics

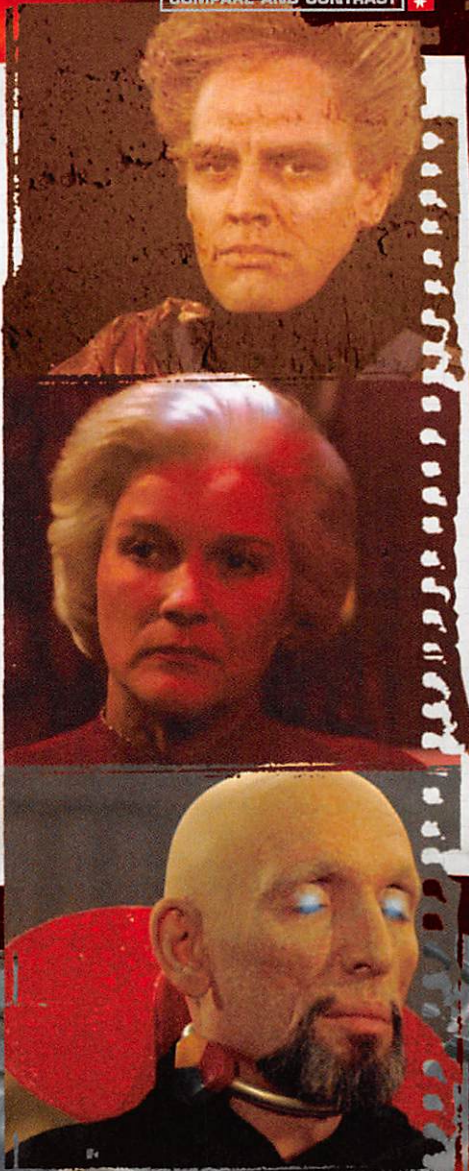


at his disposal, even if they disagreed with each other or the president, and the nation was all the better for their participation. Lincoln never wanted "yes men." While Spock and McCoy might not be rivals to Kirk, they are to each other. They represent the polar opposites of cool, scientific logic and emotional humanism. Kirk makes decisions after listening to, and weighing the merits of, both extremes as voiced by his friends.

Although Lincoln himself spent the Civil War in Washington, D.C., and not on the fields of Antietam or Gettysburg, he kept in constant contact with his generals through letters and the telegraph. In these communications he urged his military commanders not to hesitate in attacking. ("...it is indispensable that you strike a blow . . . you must act," the president wrote to General George B. McClellan.) Lincoln was a man of action. Similarly, Kirk never flinches from a good fight. In *Star Trek VI: The Undiscovered Country*, he admits that he's "a great one for rushing in." Indeed, when Kirk meets a simulacrum of Lincoln created by the Excalbians in "The Savage Curtain," the president tells Kirk that the Starfleet captain reminds him of General Ulysses S. Grant, the man usually credited with winning the Civil War for the North. No doubt Lincoln was recalling the words he once used to silence a critic who wanted Grant dismissed: "I can't spare this man. He fights."

Student of Lincoln though he is, Kirk was late to see the wisdom of one of his hero's most noble sentiments: "with malice towards none." The president used that phrase in his Second Inaugural Address in order to seek reconciliation with former enemies. *ST VI* is largely the story of Kirk coming to realize that trust of, and peace with, the Klingons, his enemies for so many decades, is possible. However, from the start Lincoln had the goal of peaceful reunification between the United States and the Confederacy. All the while he fought a bloody war, he hoped, in the end, "to bind up the nation's wounds" and create "a just and lasting peace" between North and South.

Although Kathryn Janeway mentions aviation pioneer Amelia Earhart as a hero of hers in the *Star Trek: Voyager* episode "The 37's," when she relaxes on her ship's holodeck, Janeway prefers to spend time with another of her heroes, Renaissance artist and inventor Leonardo da Vinci. Her connection to him is clearly stronger. (Perhaps Janeway felt that she had already followed in Earhart's path a little too closely by getting lost in the Delta Quadrant.) In "Scorpion," Janeway hopes to work in a corner of the maestro's workshop, and, only 11 episodes later in "Concerning Flight," she's a partner in Leonardo's flying machine experiments.



Leonardo lacked formal education and distrusted the so-called experts of the past whose notions of science were daily being disproven during the Renaissance. He wrote in his notebooks that the only true way to discover how things worked was through personal observation and experience. Janeway is also extremely skeptical. In the final *Voyager* episode "Endgame" the future Admiral Janeway knows that her contemporary self won't believe anything she says, and may even try to stop her. True enough, one of the first things the Captain wants is for the doctor to examine the Admiral and confirm her identity.

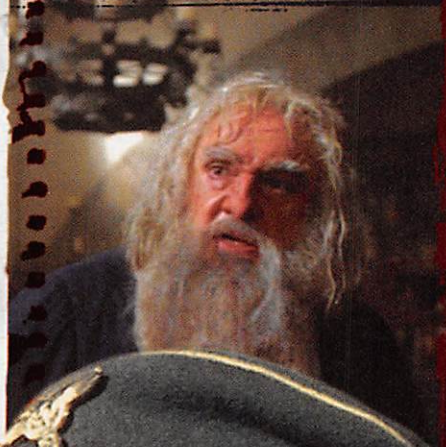
But while Janeway follows many of Leonardo's dictums, she also learned from his mistakes. She chides his holodeck recreation for all the projects he left unfinished: The *Adoration of the Magi* at San Donato a Scopeto, a 20-foot tall heroic bronze horse for Milan, and Florence's *Battle of Anghiari*. Janeway encourages her Leonardo not to give up on the flying machine. More importantly, she lives her own advice. Janeway never gives up on her most important "project": getting her ship and crew home. In one reality, the timeline we see at the start of "Endgame," it may have taken her 23 years, but she did it.

Janeway changes people and their ways of thinking rather than riding roughshod over them. As much as Kirk followed Lincoln's man-of-action path, Leonardo too would charge forward. His personal emblem was the plow, which knocks obstacles out of the way. And written in his notebook is the assertion "I do not depart from my furrow." While Janeway does occasionally plow ahead, for instance taking the ship through an irradiated Nebula in "One," she is also just as happy to go around problems, as at the end of "Year of Hell." She admires Leonardo's perseverance, but she is more practical.

Another reason for those abandoned projects might be that Leonardo grew bored with them. "To conceive an idea is noble," another of his notebook entries reads. "To execute the work is servile." For Janeway, as a Starfleet officer, service is the highest possible calling, and there is nobility in accomplishing something that helps people, no matter what planet they are from.

"Lincoln was a man of action. Similarly, Kirk never flinches from a good fight."

Ironically, Kirk's aggressive technique to handling problems seems more fitted to a devotee of Leonardo, while Janeway's more measured responses fit Lincoln's mannerisms. Kirk is nearly a Renaissance man himself: he's not just a skilled military tactician, but is capable of reprogramming the computer running the Kobayashi Maru scenario (*Star Trek II: The Wrath of Khan*) and building a mortar to fight the Gorn ("Arena"). When Q seeks out Janeway in the hope that she can end the Continuum's civil war in "The Q and the Grey," she advocates not the obliteration of the opposing side, but a non-violent solution that will result in a once-again unified Continuum. Despite her vested interest in ending the war in order to stop the exploding suns that are the side-effect of its battles, Janeway must be thinking of the sorrows of her own nation's Civil War when she warns that there are "no chapters in the history of my own people more tragic than wars which set neighbor against neighbor." In some ways, maybe Kirk and Janeway should have chosen the other Captain's hero. ▶





STAR VOYAGER



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ALIEN SPOTLIGHT BACK WITH A

Marco Palmieri looks at the way *Star Trek Online* has revived one of *Voyager*'s most formidable antagonists: Species 8472.

Let's be honest. As catch-phrases go, "The weak will perish" never became quite as popular or as recognizable as "Resistance is futile." Nevertheless, the writers of *Star Trek: Voyager*'s two-part "Scorpion" — who introduced audiences to the alarmingly powerful and enigmatic creatures known at the time only by their Borg designation, Species 8472 — managed to convey with those four little words the abyssal depth of the threat represented by the *Star Trek* universe's new badasses. "The weak will perish" was more than a dark flipside of Darwinian natural selection; it was promise. And it's one remembered by the men and women at Cryptic Studios, developers of *Star Trek Online*.

"The Undine are involved in every major plot of the game," says Christine Thompson, writer and continuity cop on the *Star Trek* MMORPG (massively multiplayer online roleplaying game), using the name by which Species 8472 has come to be known by 2409, the year in which the game is set. "The Undine believe that humanoids have been attacking fluidic space, and they're out to eradicate all of them. They've spent the last 30 years infiltrating the Gorn, the Klingons, the



VENGEANCE

Federation, everybody. They're whispering in ears and stirring unrest. They're pushing people toward more and more conflict."

So *that's* why the Klingons and the Federation are in a state of war in *STO*, and why the leadership in the Klingon Empire is encouraging conflict among its great Houses, weeding out the weak ones. Species 8472 is behind it!

"The Undine don't care how many 'inferiors' die in their battles with the Borg, and Starfleet will be caught between two powerful forces bent on mutual destruction."

But wait a second. Why would the Undine think they had been attacked by forces from the Alpha Quadrant?

Tell you what – let's come back to that.

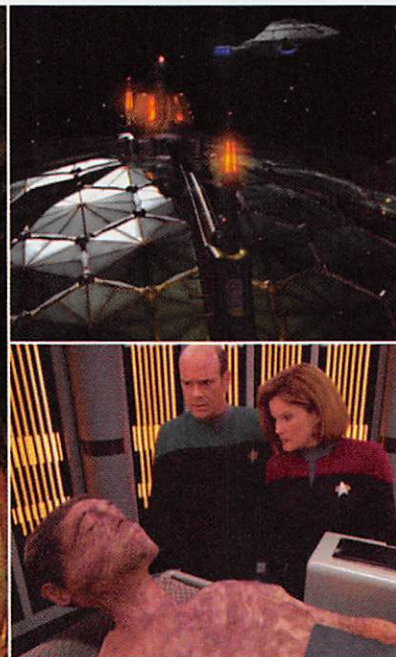
In "Scorpion," Species 8472 is described as a highly developed and genetically complex life-form originating in a fluidic universe. They stand three-meters tall, are tripedal, telepathic, and possess a highly aggressive

immune system which they're able to use as an offensive weapon. Their "technology" is organic, as exemplified by their "bioships," powerful vessels that appear to be made of flesh and bone. They are non-humanoid, and they have little tolerance for aliens. When we were first introduced to them, the Undine were winning a war against the Borg, and it was soon made clear that exterminating the collective would not be enough to make them feel safe again.



"When the Borg invaded fluidic space," Thompson says, "the Undine fought back with the intention of purging the Milky Way of all life. When *Voyager* allied with the Borg created a weapon capable of destroying their bioships, the Undine believed that the Federation was their enemy as well, and made plans to infiltrate Earth."

This led to "In the Flesh," the episode in which *Voyager* discovered 8472's "terrasphere," an artificial



space habitat duplicating Starfleet Headquarters on Earth, which was created to train Undine agents to pass for Federation officers (something they would be able to do quite convincingly with their ability to manipulate their own versatile genetic code to become indistinguishable from humanoids). Their intent was obvious: to undermine the Federation from within. But after considerable persuasion and negotiation, the Undine aboard the terrasphere became convinced that the Federation was not the threat it was believed to be, and an accord was reached: Species 8472 would withdraw to its home dimension, and *Voyager* resumed its journey home with the real hope of continued diplomacy between the Undine and the Federation. With that, the television arc of Species 8472 came to a close.

So what happened?

"Janeway convinced the Undine preparing to infiltrate Starfleet to stand down and return to fluidic space," Thompson acknowledges, "but not all Undine were convinced that the Federation desired peace. What to do about the 'inferiors' was a hotly debated topic in Undine society, with militants calling for

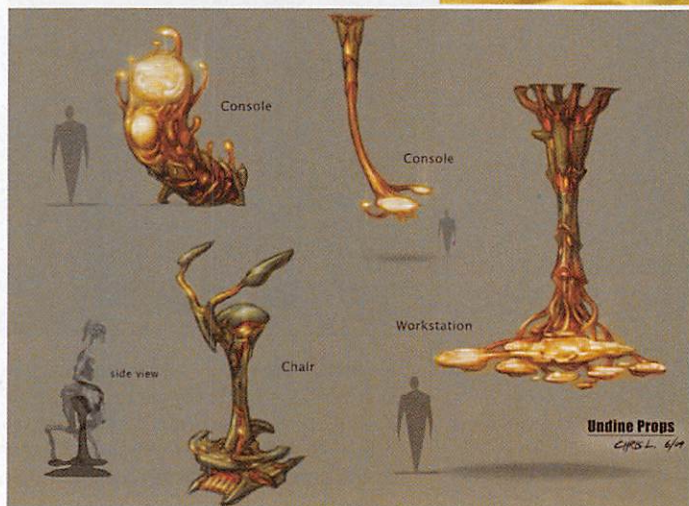


a quick, decisive strike that would end the possible threat." That, according to the backstory of *STO*, is when fluidic space came under attack once again. "The Undine blamed the attacks on their former enemies, the 'inferiors' of the Milky Way galaxy.

"Undine plans for incursions began in earnest. They set up multiple terraspaces in isolated systems, studying not just the Federation, but every major power around it. Determining that the races would unite to combat a superior threat, direct confrontation was not the Undine's best option. To destroy, the Undine must first divide.

"There are Undine infiltrators in every major race in the Alpha and Beta Quadrants, pushing them toward conflict," Thompson continues. "They tend to choose people in positions of power or 'everyday Joes' who are in the position to gather valuable intelligence. On at least one occasion, they replaced the entire crew of a Federation starship. It was an Undine disguised as a Gorn who first attacked the Klingon Empire, and an Undine masquerading as a Klingon Councilor who urged Martok to respond with force. It was also an

"By 2409, the Undine in the Alpha and Beta Quadrants are deeply entrenched, but fighting to remain undiscovered."



Undine at the Vulcan Science Academy who made a very logical argument as to why the Vulcans should refuse to help the Romulans during the Hobus supernova event."

If the picture painted by Thompson sounds bleak, she's quick to point out the Undine's operations have not been perfect. "There have been setbacks. Starfleet Intelligence has uncovered several Undine infiltrators, although the Federation still doesn't realize how deep the problem goes. The Undine lost dozens of agents in the Klingon-Gorn war, but overall saw those as necessary sacrifices to keep the Klingons from looking too deeply into their own Houses for enemies."

Much of this backstory is chronicled in the recent novel *The Needs of the Many* by veteran *Trek* fiction

writer Michael A. Martin. Presented as a series of investigative interviews with new and familiar *Star Trek* characters, conducted by journalist Jake Sisko, the book offers a variety of perspectives on the years over which the Federation's conflict with the Undine – known at times as the Long War – unfolded, and sets the stage for the story in *Star Trek Online*. According to the novel, there are some in Starfleet who believe that the Undine – or some other unnatural force – may have been responsible for the Hobus supernova that destroyed Romulus in 2387. But as *STO* reveals, the Undine threat described in *The Needs of the Many* was far from over following the presumed end of the Long War.

"By 2409, the Undine in the Alpha and Beta Quadrants are deeply entrenched, but fighting to




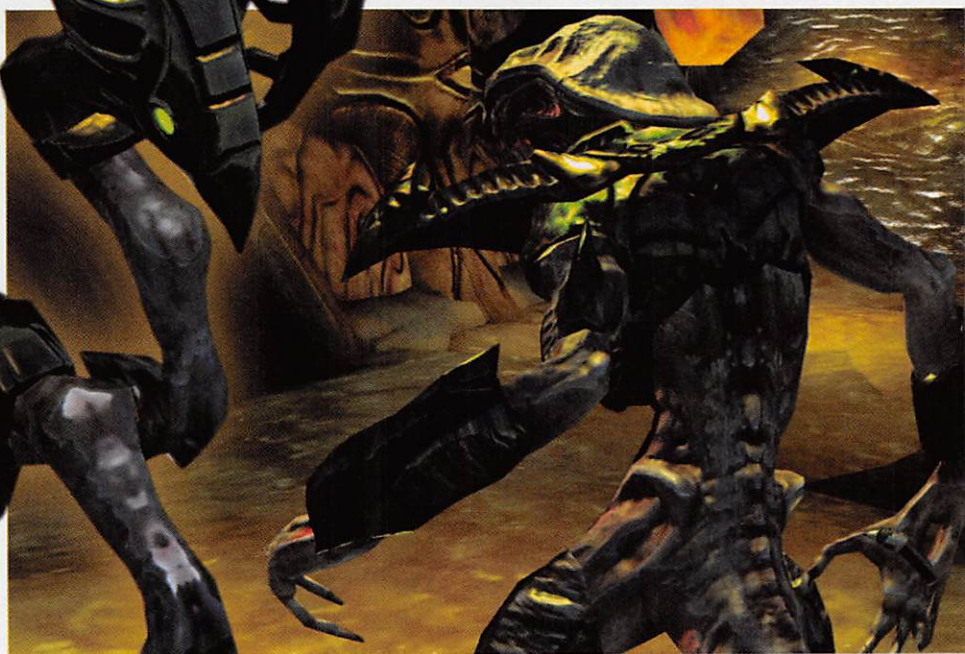


remain undiscovered," Thompson says. "While the Undine have mostly withdrawn from the remains of the Romulan Empire, they have put those resources into an attempt to gain control of Deep Space 9. To do this, they are inserting more Undine agents into positions on D59."

As if that isn't enough, 2409 gets messier still: "The return of the Borg will turn Starfleet's attentions toward fighting the Undine's old foe, and the Undine will use that opportunity to try to strike a fatal blow against the Borg. Unfortunately for the Federation, the Undine don't care how many 'inferiors' die in their battles with the Borg, and Starfleet will be caught between two powerful forces bent on mutual destruction."

Now at this point, you're probably thinking, *This is way over the top. It is, to borrow a cliché, a perfect storm. Everybody in STO is at war with everybody else! What are the odds of everything in the known universe breaking down at once?*

Remember those attacks against fluidic space that set off the Long War? Well, *Star Trek Online* has one more big surprise for its players. The Undine may think they're playing the Federation and its neighbors for fools, but in fact, someone else – someone far older and scarier – is pulling all the strings, including those of the Undine... 



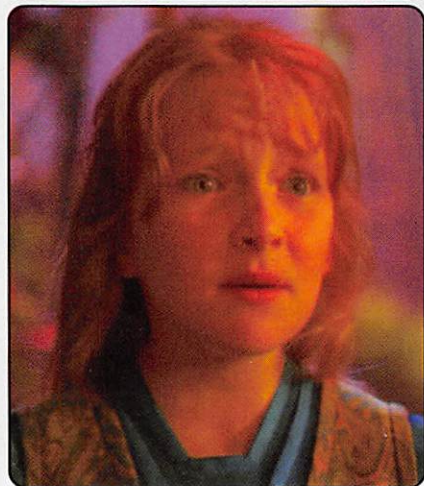


THE YOUNG-BLOODS

In considering the legacy of the *U.S.S. Voyager*, it would be only natural to focus on its seven turbulent years of scientific discovery, diplomacy, and the critical decisions made by its commander – matters that have long been a source of debate within fandom and will undoubtedly continue to be for years to come. With such weighty issues defining its odyssey across the galaxy, it's easy to overlook *Voyager's* other legacy, and arguably its most meaningful: the two lives that entered the universe within its hull. For one of them, *Voyager* and her crew would shape her formative years; for the other, they would be the reason for her very existence. But both would owe everything they would become to the family of explorers into which they were born.

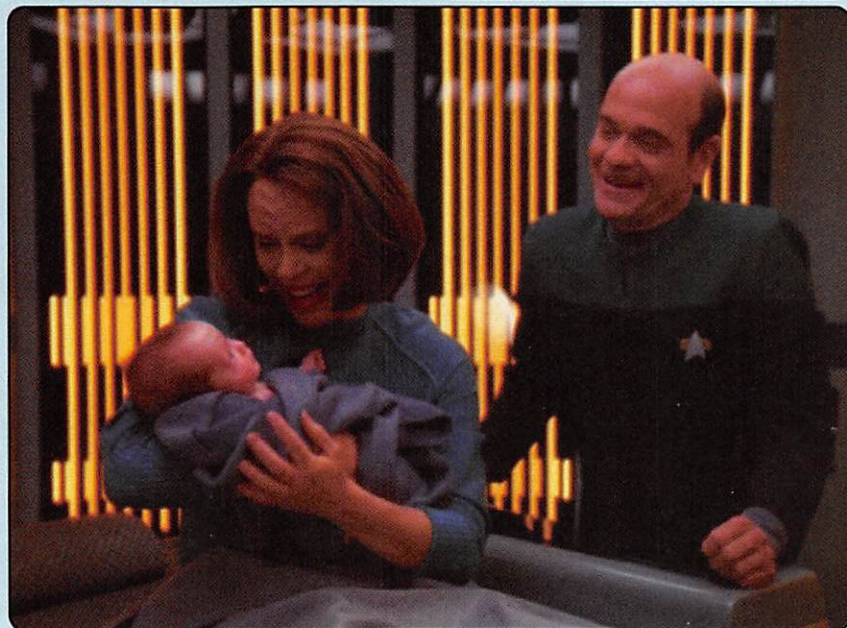
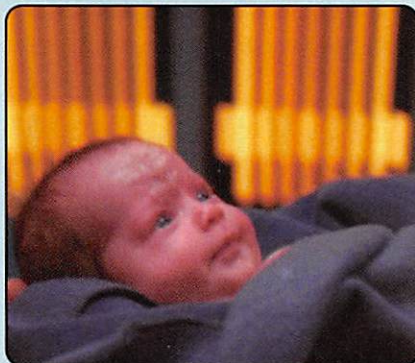
NAOMI WILDMAN

The announcement of Ensign Samantha Wildman's pregnancy at the end of the first-season episode "Elogium" was a sobering moment for Kathryn Janeway. During the reproductive crisis experienced by Kes, *Voyager's* captain had already been wrestling with the potential ramifications and daunting responsibility of her crew conceiving and rearing children during their long journey back to the Federation. The Wildman pregnancy and subsequent birth (during the second season's "Deadlock") of half-human/half-Ktarian Naomi forced Janeway – and everyone else – to face that challenge head on, as *Voyager* adapted to become an environment where a child could thrive. As the seasons passed, Naomi's rapid maturity to preadolescence – attributed to her Ktarian heritage – gave the audience as well as the crew an appreciation for the exceptionally bright and surprisingly wise individual she was already becoming (played with obvious enthusiasm by Scarlett Pomers). At various turns, each of *Voyager's* command crew shared some responsibility for her education and her upbringing. She became the unofficial captain's assistant in "Infinite Regress," and over time grew especially close to Neelix and Seven of Nine.



MIRAL PARIS

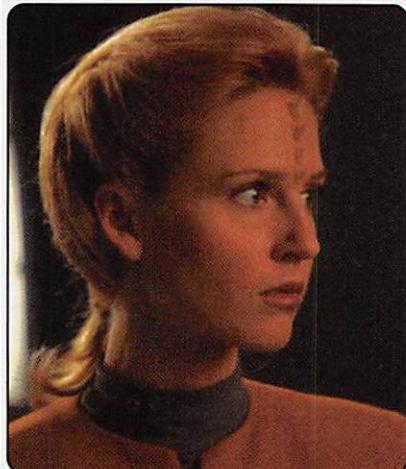
By contrast, we didn't really get to know the daughter of B'Elanna Torres and Tom Paris at all, beyond the potential she represented *in utero*. In the seventh season's "Lineage," owing to unresolved issues of her own troubled childhood as the daughter of a Klingon mother and a human father, Torres contemplated genetic modifications to the fetus that would suppress any outward sign of her daughter's Klingon heritage. Sometime later, in "Prophecy," *Voyager* encountered a shipload of wayward Klingons who attached spiritual significance to Torres's unborn child, identifying her as the prophesied savior of the Klingon people, the so-called "kuvah'magh." But it wasn't until the closing moments of "Endgame," *Voyager's* series finale, that Miral was actually born, just as the ship was returning to the Alpha Quadrant.



ALTERNATE VERSIONS

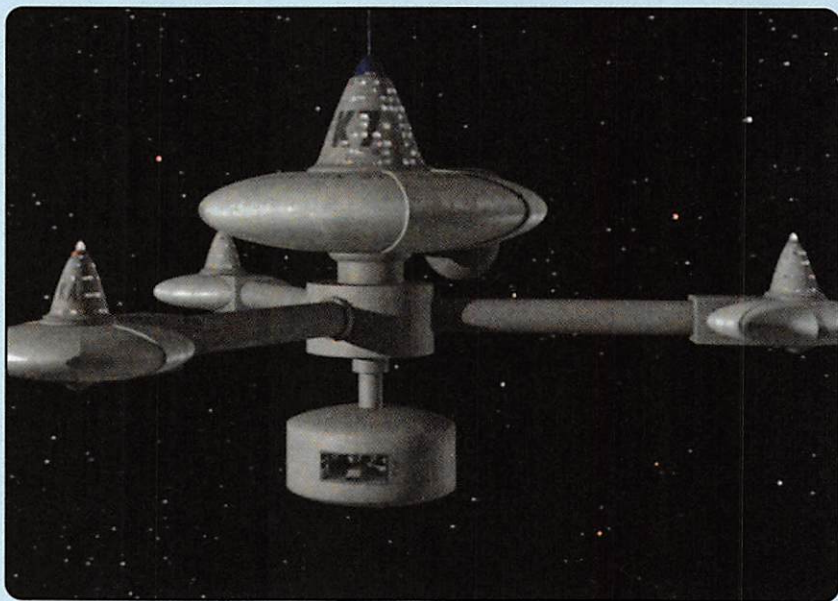
Before the end of the *Star Trek: Voyager* TV series, both characters would be seen on screen as adult Starfleet officers. In one of the alternate timelines glimpsed in the seventh-season episode, "Shattered," audiences saw Naomi (played by Vanessa Branch) as an ensign in

the ship's astrometrics lab (alongside an adult Icheb, the former Borg drone who joined the crew's journey back to Earth). An adult Miral (played by Lisa LoCicero), also an ensign, served a crucial role in the alternate future shown in "Endgame." These brief appearances each offered a tantalizing look at who these children might someday become. It's perhaps not at all surprising, then, that Cryptic Studios saw the possibilities for both characters when deciding what sort of non-player characters (NPCs) they could use to populate the early 25th Century game universe of *Star Trek Online*.



NEW CENTURY, NEW CHALLENGES

In the year 2409 of *STO*, Naomi Wildman is the new commander of Deep Space Station K-7, a Federation outpost proximate to the Klingon Empire with some historical relevance, harkening to the previous century's hostilities between the two powers, and remembered by most *Star Trek* fans from the original series episode, "The Trouble With Tribbles." With the outbreak of a new Klingon war in *STO*, K-7 is once again a key location in the Beta Quadrant. According to *STO* writer Christine Thompson, "Wildman's experience on *Voyager* is considered an asset to her post on the edge of Federation space. With the Klingons practically in her backyard, it is only a matter of time until the war spills over to her station, and Wildman is spending her time recruiting assistance from other Starfleet commanders and looking for intelligence about the Klingons' war plans." In *The Needs of the Many*, the novel tying in with *Star Trek Online*, it's revealed that Wildman's old shipmate Icheb is serving as her executive. According to Thompson, while Icheb does not actually appear in the game at launch, Naomi is "happy to have Icheb as her first officer, even if he is splitting his time between his duties on K-7 and his work for Starfleet's Borg Task Force." Within the context of gameplay, Wildman is described as "a mission-giver at K-7, which is a gateway to our player versus player content," meaning players visiting the station will receive assignments from Commander Wildman that



open up new aspects of gameplay and advance the game's metastory.

Lieutenant Miral Paris, meanwhile, serves as chief of security aboard the *U.S.S. James T. Kirk*. "Miral appears in two [game] episodes," Thompson says. "She will take a temporary leave of absence when her presence is requested at a peace conference between the Klingons and the Federation. Miral is torn about her role as the *kuvah'magh* — on the one hand, she's lived in the Federation all her life and all she wants to do is be a good officer and friend to her crewmates. On

the other, if some Klingons believe she's a savior and she can use that to help end the war between the Empire and the Federation, then the needs of the many will outweigh her own wants.

"Later in the game, players will see exactly how Miral will fulfill her role as the *kuvah'magh*, when she's kidnapped off of the *James T. Kirk* and taken through the Guardian of Forever into the past."

Whatever else the future may hold for Naomi and Miral, fans may take comfort in knowing they'll face it in a manner that honors the legacy of *Voyager*. ♣

THE PATH TO 2409: PART II: 2387-2391

Continuing the timeline encapsulating the backstory of *Star Trek Online*'s future history.

2387

The Daystrom Institute launches the *Jellyfish*, an experimental spacecraft equipped with trans-metaphasic shielding, designed by Geordi La Forge.



Melani D'ian becomes the first Orion to take a top spot in Orion Syndicate leadership in more than 20 years.

Klingon long-range sensors pick up a small Romulan fleet led by Sela as it passes the Beta Stromgren supernova remnant and continues into unexplored space.

Starfleet assists Cardassia with the dismantling of its military, a process which is expected to take several years. The Cardassians plan to use a much smaller self-defense force to patrol their space, and coordinate with Starfleet for issues beyond their borders.

The Alpha Quadrant Jem'Hadar take control of Deyos II, establishing a base near a former Dominion ketracel-white facility, and then expand the complex so they can manufacture their own supply of the life-sustaining isogenic enzyme.



COLOR KEY:

Federation

Klingon Empire/Orion/Gorn/Nausicaan

Romulan Empire

Cardassian Union/Bajor

Dominion/Alpha Quadrant Jem'Hadar

Ferengi Alliance

During a meeting between Donatra and Senator Xiomek on the Reman colony of Crateris, Donatra learns of possible rogue elements within the Romulan military and government. Donatra decides to return to Romulus earlier than planned, joined by Xiomek.



Spock returns to Vulcan and meets with Ambassador Jean-Luc Picard. The two appeal to the Vulcan Science Academy to assist the Romulans with the crisis in the Hobus system, but the academy declines their petition without explanation. Spock and Picard resolve to deal with the crisis on their own.

The Romulan Senate authorizes an evacuation of the homeworld. The military estimates the evacuation will take at least six weeks to complete. Twenty-seven hours later, the Hobus star goes supernova, destroying Romulus and Remus, and killing billions.

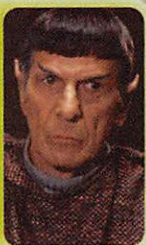
Starfleet orders all available ships to assist the Romulans with relief and recovery efforts. Several of these ships are attacked by Nero, commanding the *Narada*, a heavily modified Romulan vessel. The *U.S.S. Nobel* finds the bodies of Praetor Chulan and the Senate's leaders floating in space near their derelict escape craft.



Grand Nagus Rom presents a bill to the Ferengi Economic Congress that would formally ally the Ferengi with the Federation. The bill fails to pass after several lawmakers are bribed to vote against it by Rom's conservative opponents.



In the far reaches of Romulan space, the star Hobus begins to exhibit massive fluctuations. Ambassador Spock warns the Romulan Senate that if Hobus goes supernova, it could threaten much of the Romulan Empire. Spock asks the Senate to coordinate with Vulcan to find a solution. The Senate rejects Spock's plan.



Donatra's ship, the *Valdore*, reports unusual stellar activity, including a disturbance equivalent to a force seven ion storm. Romulus subsequently loses all contact with Donatra.



After Nero expands his attacks to Klingon ships, Chancellor Martok orders a fleet into Romulan space. He appoints Worf as one of the mission's commanders, with the rank of General.



Geordi La Forge brings the *Jellyfish* to Vulcan and agrees to allow Spock to pilot it to the Hobus system.



According to sensor reports of the *U.S.S. Enterprise-E*, the Hobus supernova blast is halted by a limited singularity, ending the threat to the quadrant. Starfleet believes that both the *Jellyfish* and the *Narada* were lost in the process.

2388

Romulan colony worlds reel from the loss of their homeworld and the vacuum in leadership. The ruling council of Rator III declares itself the new Romulan Senate and Rator III the new capital of the Romulan Empire, but it is quickly challenged by the leaders of Achenar Prime and Abraxas V, who make similar claims. One person to whom many look to pull the Romulans together is Admiral Taris, who recalls all remaining ships to Romulan space and focuses on reorganizing the military.



Starfleet is required to negotiate with each of the Romulan colonies to provide aid and relief. What one world welcomes, another views with suspicion. Most of the Federation's allies send ships and supplies to supplement the relief effort, but the Federation's appeal to the Klingons for assistance is rejected.

Hardliners on the Klingon High Council, led by Councilor J'mpok, demand that the Romulans and the Federation be made to pay for the destruction of the Klingon fleet by Nero. Some charge that because Martok gave command of the fleet to his adoptive brother Worf, a Federation official, that the entire affair was a trick to weaken the Empire. Martok rejects the charge and refuses calls to retaliate against the Federation.

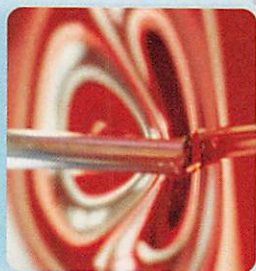


With the Orion homeworld depleted of natural resources and Starfleet crackdowns on criminal activity becoming a serious problem for Syndicate operations, Melani D'ian opens talks with both the Klingons and the Breen for possible assistance. She dangles promises of Orion support and stockpiles of ancient knowledge and treasure, but refuses to commit to either side until they detail what they could offer the Orions in return.



K'Dhan, son of Worf and Grilka, is born on Qo'noS.

The Federation News Service reports that the Vulcan Science Academy knew of the threat to Romulus but refused to provide assistance. In outrage, 17 independent planets recall their ambassadors to Vulcan, as do Federation members Pacifica and Zaran II. The Federation Council votes to investigate Vulcan's refusal to help the Romulans, as well as the science academy's work in red matter manipulation.



2389

Federation diplomats attempt to organize a conference where Romulan colony representatives can take the first steps in establishing a new government, but the Romulans cannot even agree on where the meeting should be held and the plan collapses.

The Klingon Empire launches attacks into Romulan space, taking control of two star systems. The Klingons halt their advance when Starfleet sends ships to protect the Romulan-Klingon border, but tensions remain high and there are reports of skirmishes between Federation and Klingon ships. The Klingons' conflict with the Gorn, meanwhile, reignites in a battle for the Gamma Orionis system. The Nausicaans aid the Gorn war efforts in exchange for the rights to several asteroid fields. The Klingons refuse to give up the fight for Gamma Orionis, winning several battles even when outnumbered. In addition, conflict escalates among the Klingon noble houses.



The Cardassians replace the Reconstruction Committee with democratically-elected leaders. Two factions dominate the election: a civilian coalition that includes Elim Garak, and a conservative group calling for withdrawal from the Federation treaty and the re-establishment of the military. Garak's coalition wins a narrow victory and reforms the Detapa Council as a representative body. The council faces its first controversy when it votes to send six ships as a token force to assist the Romulans. Popular opinion is against the move, and the Federation's decision to cut funding for Cardassian reconstruction by 30 per cent makes aid to the Romulans even less popular. Meanwhile, former military officer Gul Madred acquires the rights to several mineral-rich planetoids and begins building a large mining operation in the Septimus system.



The investigation into the Vulcans' decision not to assist the Romulans concludes that the Vulcans did not realize the extent of the Hobus supernova threat. The Federation Council criticizes the Vulcan Science Academy for creating red matter without consulting or informing Federation authorities. Councilor T'Los of Vulcan expresses regret on behalf of the Vulcan people, and the science academy pledges to discontinue red matter research without the full knowledge and cooperation of the Federation Science Council. T'Los also resigns from the Federation Council and returns home.

A Federation judge rules that the lawsuit filed by the *Voyager* EMH may be expanded into a class-action suit encompassing all sentient artificial lifeforms in the Federation.



2390

As the Klingon-Gorn conflict worsens, the Federation offers to mediate talks at a neutral location. Neither party is eager to accept "human" meddling, and the Klingons will not participate unless Starfleet withdraws all of its ships from the Romulan-Klingon border. Meanwhile, although the campaigns against the Romulans and the Gorn are popular on Qo'noS, the Klingons' resources are being stretched thin by the two-front war. The Klingons decide to slow their advance into Romulan space, but they continue to garrison and defend the territory they have gained.



Romulan colonies begin to develop a loose network of alliances and rivalries, but none of the potential Romulan leaders has been able to unify the worlds under one banner. The colony of Talvath formally requests Federation protection and offers to open talks that could lead to Talvath applying for Federation membership. Some see this as the first step to the dissolution of the Romulan Empire. Meanwhile, Admiral Taris makes steady progress in reorganizing what remains of the Romulan military, but expresses no interest in governing the civilian population. She orders the forces under her control to concentrate on relief efforts and defense of the border regions.

The Detapa Council initiates reforms designed to expand personal freedoms and promote business development. While many Cardassians enjoy their newfound liberty, some are uncertain about this new direction for their world. Gul Madred and his conservative followers use their new freedoms of speech and assembly to organize rallies promoting a return to the "true" ways of the Cardassian Union.

The Federation Supreme Court agrees to hear oral arguments from a group of holonovel publishers and programmers who are seeking to block the class-action lawsuit asking for civil rights for holograms.

The *U.S.S. Enterprise-E* detects residual signs of quantum singularities in the area of the McAllister C-5 Nebula that closely match those used by the extradimensional race known by its Borg designation, Species 8472, to cross over from their home universe.



2391

With raids by Nausicaan pirates disrupting shipping lanes, the Federation Transport Union recommends that its members refuse any official cargos without adequate protection from Starfleet, threatening major supply shortages to the Federation's member worlds and protectorates. Starfleet Command reluctantly agrees to pull back from the Klingon-Romulan border and reassign ships to patrol the shipping routes. Romulan colony leaders protest that the Federation has broken promises of protection, but those voices are silenced after a sharp rebuke from Admiral Taris.



Martok honors his promise to engage the Gorn in Federation-mediated peace talks, which are held on Deep Space Station K-7. The talks break down when an explosive device seriously injures the Gorn ambassador. The would-be assassin is determined to be J'dah, a Klingon with ties to extremist groups opposing Martok's rule. J'dah is found slain hours after the explosion, but his killer is never identified. Following the dissolution of the talks, the Klingons resume their advance into Gorn territory.



After the Federation's withdrawal from the Klingon-Romulan border, J'mpok's hardliners push for a resumption of the stalled Romulan campaign. Martok and his followers urge caution, preferring to concentrate on the Gorn war and building up the Klingon Defense Force to pre-Dominion War levels. Defiant, J'mpok leads an invasion of the Zeta Pictoris system, but is beaten back by the forces of Admiral Taris. Survivors of the battle report the appearance of highly advanced starships on the Romulan side. Martok deploys the *choS* battle group to investigate, but because of the actions of J'mpok, divisions from within the High Council appear between those who are loyal to Martok and those who would prefer new leadership.



With Taris's victory at Zeta Pictoris, more than a dozen Romulan worlds proclaim her the leader of the Romulan Empire. Taris calls on the colony leaders to meet at Rator III to select representatives for a new Romulan Senate and make plans to organize a government.

A Federation operative inserted into the fleet that departed Romulan space with *Sela* in 2386 reports that *Sela* and her followers have landed on Makar, an M-class planet with abundant supplies of decalithium and heavy metals. The operative also reports that *Sela*'s ship picked up a signal that was similar to the artificial quantum singularities that the Romulans use to power their warp drives, as well as signs of a massive gravitational field. *Sela* has dispatched two ships to investigate these anomalies.

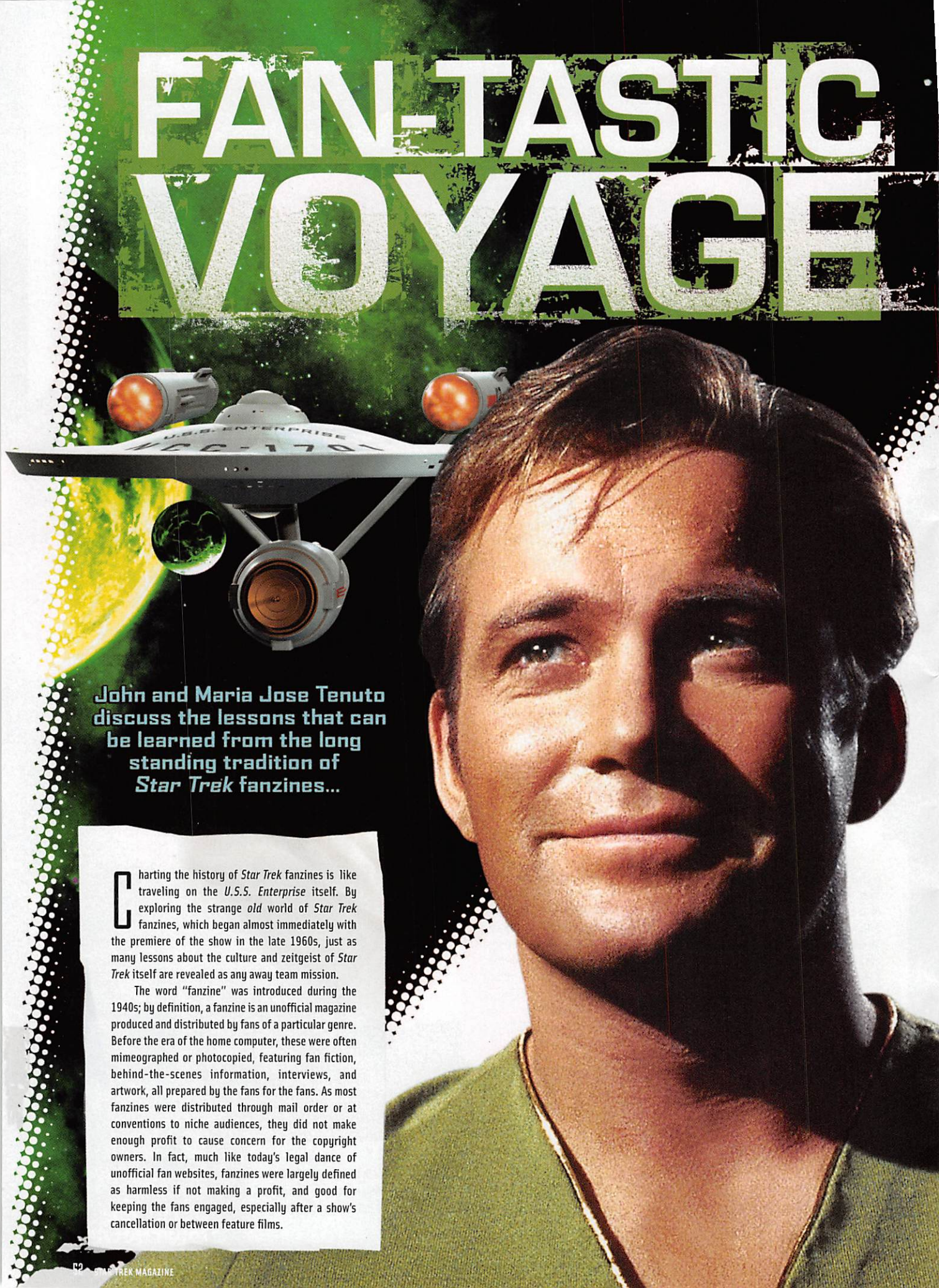
The Cardassians negotiate with the Ferengi for assistance in rebuilding their industrial complexes, as well as returning several valuable jevonite artifacts to the Cardassian Ministry of Culture. In return, the Ferengi receive exclusive trade agreements for Cardassian goods once the factories reopen.

The Federation Supreme Court returns the Soong Foundation's class action suit to a lower court to determine what defines sentience in a legal sense. The Soong Foundation launches a campaign to lobby Federation worlds to add rights for artificial life forms to the Federation Constitution.

Starfleet Command assigns a task force to investigate any possible appearances by Species 8472 in Federation space.

TO BE
CONTINUED...

FAN-TASTIC VOYAGE



John and Maria Jose Tenuto discuss the lessons that can be learned from the long standing tradition of *Star Trek* fanzines...

Charting the history of *Star Trek* fanzines is like traveling on the *U.S.S. Enterprise* itself. By exploring the strange old world of *Star Trek* fanzines, which began almost immediately with the premiere of the show in the late 1960s, just as many lessons about the culture and zeitgeist of *Star Trek* itself are revealed as any away team mission.

The word "fanzine" was introduced during the 1940s; by definition, a fanzine is an unofficial magazine produced and distributed by fans of a particular genre. Before the era of the home computer, these were often mimeographed or photocopied, featuring fan fiction, behind-the-scenes information, interviews, and artwork, all prepared by the fans for the fans. As most fanzines were distributed through mail order or at conventions to niche audiences, they did not make enough profit to cause concern for the copyright owners. In fact, much like today's legal dance of unofficial fan websites, fanzines were largely defined as harmless if not making a profit, and good for keeping the fans engaged, especially after a show's cancellation or between feature films.

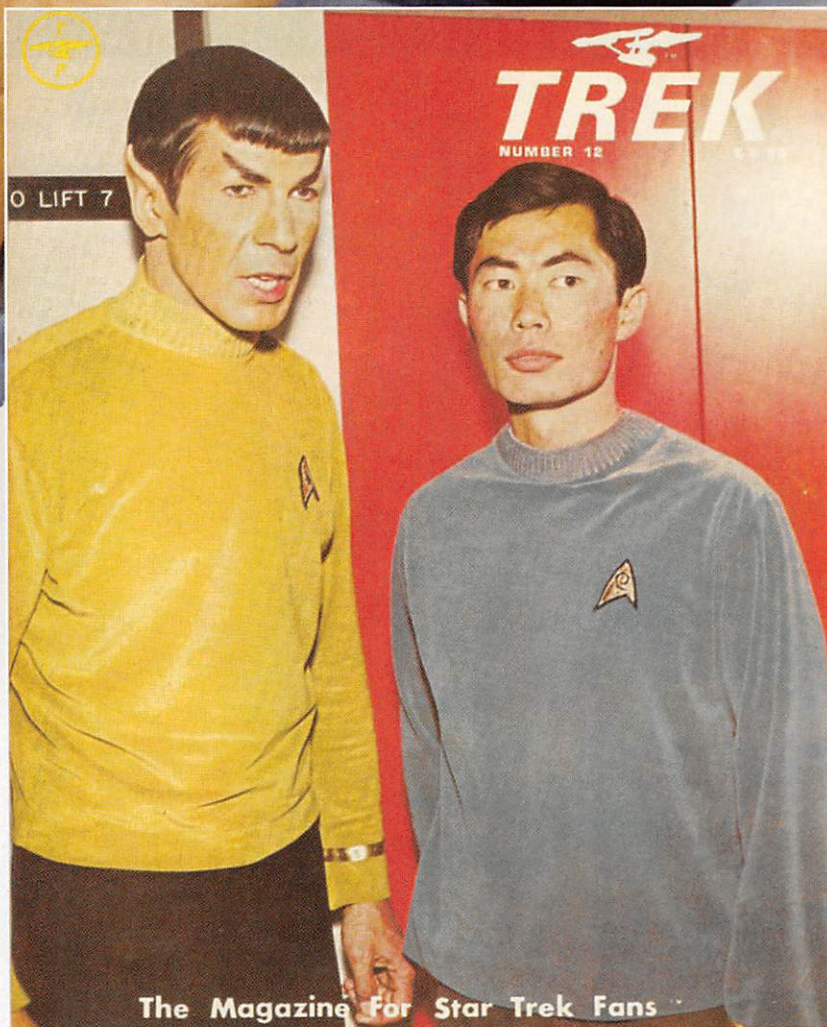
SPOCK-CENTRIC

Many of the earliest fanzines, such as *Spockanalia*, *Plak-Tow*, *IDIC*, and the long running *T-Negative* were Spock-centric, revealing the character's immense popularity among fans. *Spockanalia* [issue 1 below] began in 1967 and is often credited as the "first" fanzine, written and edited by fan pioneers Devra Langsam and Sherna Comerford. Interestingly, *Spockanalia* included a good luck note by Leonard Nimoy which gave *Star Trek* fanzines a kind of instant credibility. Everything from Vulcan culture and language to Spock's relationships with various fellow crew members were explored in essays and articles.



FEMALE FANS

The mainstream media stereotypes of *Star Trek* fans includes the generalization that all fans are men (living in their parents' basements, never having kissed someone, if *Saturday Night Live* is to be believed). As with most stereotypes, there are problems with this definition of fans. While there may be more male *Star Trek* fans, female fans have always been very engaged. In fact, female fans tended to dominate both the authorship and audience of early fanzines. Much of the foundation of *Star Trek* fan experiences – be it fan fiction or conventions – was created through the efforts of fans such as Joan Winston, Elyse Pines, Bjo Trimble, Devra Langsam, Shirley Maiewski, and Jacqueline Lichtenberg. Whether answering the question of new fans in the letters and publications of *The Star Trek Welcommittee*, or editing and publishing fanzines, female fans played an important role in the history of *Star Trek* fandom.



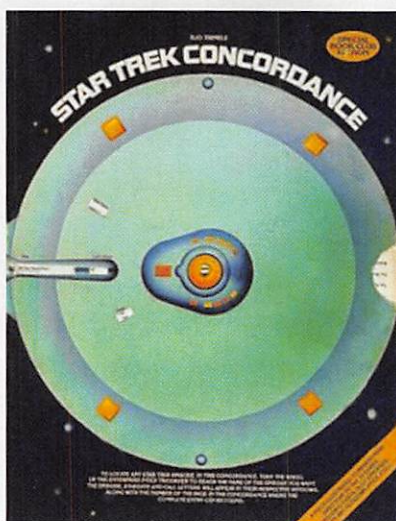
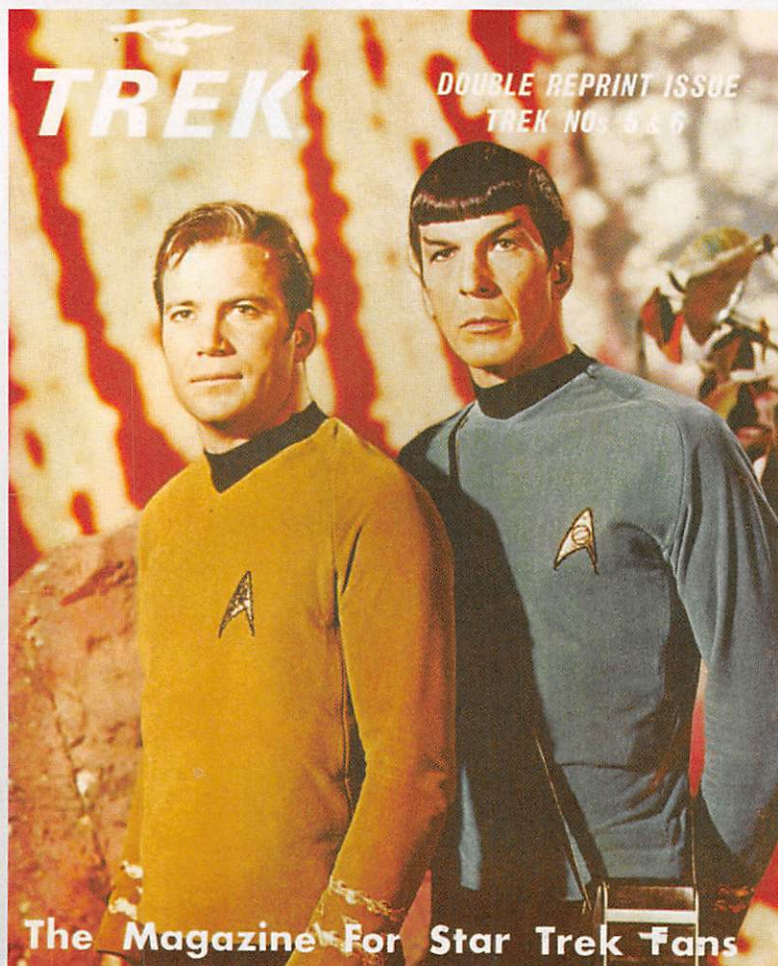
TRAINING GROUND

Sometimes amateur writers or artists contributing to the fanzines would go on to have a career associated with *Star Trek*. Indeed, *Star Trek* fandom has proved a good training ground for a variety of professional experiences, especially in writing and publishing.

Although fans probably know her best as the co-writer of many *Star Trek* non-fiction titles and co-editor of Pocket Book's *Strange New Worlds* line (themselves a celebration of fan written fiction), Paula M. Block was at one time a contributor to *Warped Space*, a fanzine that lasted an impressive 10 years with more than 50 issues. The famous *Star Trek Concordance* (1976) written by superfan Bjo Trimble began life as a fanzine publication by Dorothy Jones Heydt in 1968. *Star Trek Magazine*'s own Larry Nemecek [right] (author of *The Star Trek: The Next Generation*

Companion and co-writer of the story for the *Voyager* episode "Prophecy" [below]) was known to write letters during the 1970s to *TREK: The Magazine for Star Trek Fans*. In fact, his *TNG* guidebook began as a fanzine concordance and was read by the writers and producers of the television show (the shuttle Nenebek from *TNG*'s "Final Duty" was named for Larry by Jeri Taylor).

Sometimes fanzines became so professional in editing and design that they were difficult to distinguish from licensed publications. *TREK* was edited by Walter Irwin and GB Love, and is arguably one of the most successful and professional *Star Trek* fanzines. Beginning in 1975 and running for nearly 20 years, *TREK* produced consistently impressive art, parodies, poems, interviews, behind-the-scene treatises, academic articles, and fan fiction. The most popular articles were eventually collected into 18 *The Best of TREK* books published from 1978 to 1996. Some of the features of *TREK*, such as "Reader's Mysteries" where fans would write in to ask about inconsistencies between episodes or just nitpick were so popular that modern and official *Star Trek* publications continue to have similar columns.

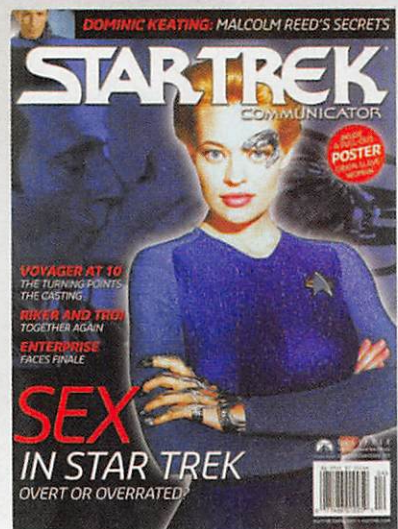
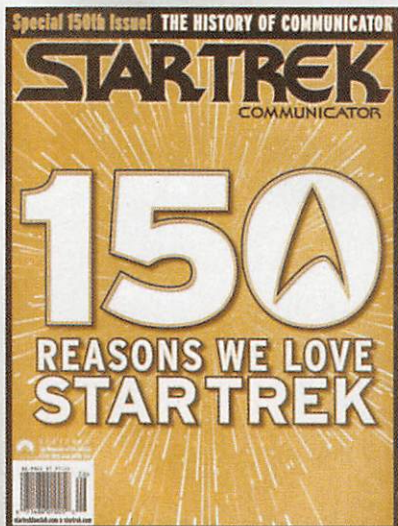


"Sometimes fanzines became so professional in editing and design that they were difficult to distinguish from licensed publications."

GRASSROOTS

Long before the Internet or social networking sites such as Facebook or Twitter, *Star Trek* aficionados used fanzines to interact, sharing ideas in letter columns or news of the day through articles. That they did so without the benefit of email or text messaging only makes the achievements of the *Star Trek* letter writing campaigns and fanzine publications the more impressive. Stamps, not tweets, were the main method of delivery.

One fanzine was so good at its grassroots promotion of *Star Trek* that it became the only *Star Trek* fanzine ever to gain officially licensed status as *The Official Star Trek Fan Club: Star Trek Communicator* magazine. After seeing *Star Trek: The Motion Picture*, then-20 year old fan Dan Madsen decided to help promote *Star Trek* with a homemade newsletter to attract fans to the franchise. Looking back now, Madsen reveals that, "Those days information was hard to come



by, and seeing the first photo or news on anything new for *Star Trek* was huge – a real excitement! I can recall watching *Entertainment Tonight* religiously just to get the latest news on anything to do with the new *Star Trek* film." His newsletter was meant to help people learn about the show and promote its values and sense of adventure. It became so popular that Gene Roddenberry would read issues and Dan was able to get interviews with actors such as Leonard Nimoy.

"When I started my newsletter, I published a classified ad in *Starlog*. That's how I got my first members. I distinguished my club from the others because I built it around the *Star Trek* films as opposed to just the series. That caught the attention of fans. I paid for everything out of my own pocket.

"Eventually I got a job at a printing company and I worked for them in trade for printing my newsletters. The benefit was that I could stay late at night and really refine the newsletters – I did all my own typesetting, shot all my own halftone photographs and negatives, burned my own printing plates and was standing next to the pressman when the newsletters came off the press. I even helped with the stapling, collating, and mailing of them all – right up until the

club got over 5,000 members. I think, in the beginning, I had 15 members. It then quickly increased to 100 plus and, after a year or two, to 1,000."

However, in the early 1980s, Madsen received a phone call from Paramount Pictures informing him that he could not write the newsletter as *Star Trek* was copyrighted. Madsen told them that not only was he not making money, the publication was costing him money! He was merely trying to help promote the show and movies. Paramount accepted this, and because of what they called his proper mix of "fanaticism and professionalism" he was invited to visit the sets and meet with Paramount, eventually being offered the license to run the Official *Star Trek* Fan Club. Gene Roddenberry himself had suggested that Dan be considered because Roddenberry was so impressed with the quality of Madsen's fanzine newsletter. *The Official Star Trek Fan Club* and *Communicator* magazine would eventually have nearly 105,000 subscribers, offering exclusive news and commentary, lasting 157 issues, from 1979 to 2002. Madsen's grassroots goal of informing fans about *Star Trek* news succeeded beyond any hope he might ever originally have had.

ASSIMILATION

Star Trek fanzines are not a stagnant phenomenon. During the eras of *The Next Generation*, *Deep Space Nine*, and *Voyager*, many fans continued to publish fanzines. Improvements in technology, though, did mean some fanzines such as *TNG's Galaxy Class* and *Voyager's Delta Quadrant* could be published with color photos and covers. Gone were the days of mimeographed pages, replaced by home publishing computer programs and slicker designs.

Even *Star Trek* actors got in on the fanzine action. The Official Ethan Phillips International Fan Club published a fanzine called *Epicenter* which included interviews with *Voyager* actors, letters from Phillips himself, fan episode discussions, and news. Fans who contributed to an issue often received a signed copy. William Shatner's official fan club continues to publish *The Best of Times*, a magazine which includes Q&A columns with Shatner and articles written by the original Kirk actor alongside those of his fans.

As more and more communication has moved online, so too have fan fiction and fanzines. The new *Star Trek* film has produced its fair share of online *Star Trek* fan fiction, from adventures detailing the backgrounds of characters like Nero, to "next day" adventures of the crew of the *U.S.S. Enterprise*. Thinking about all the lessons learned from the 44 year history of *Star Trek*, it is perhaps inevitable that fanzines and fan experiences continue to adapt. ▲

Epicenter



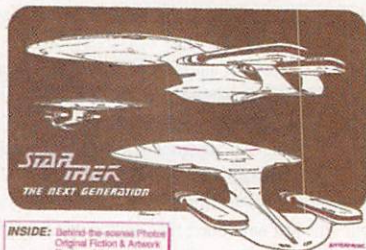
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EPIC: The official Ethan Phillips International fan Club

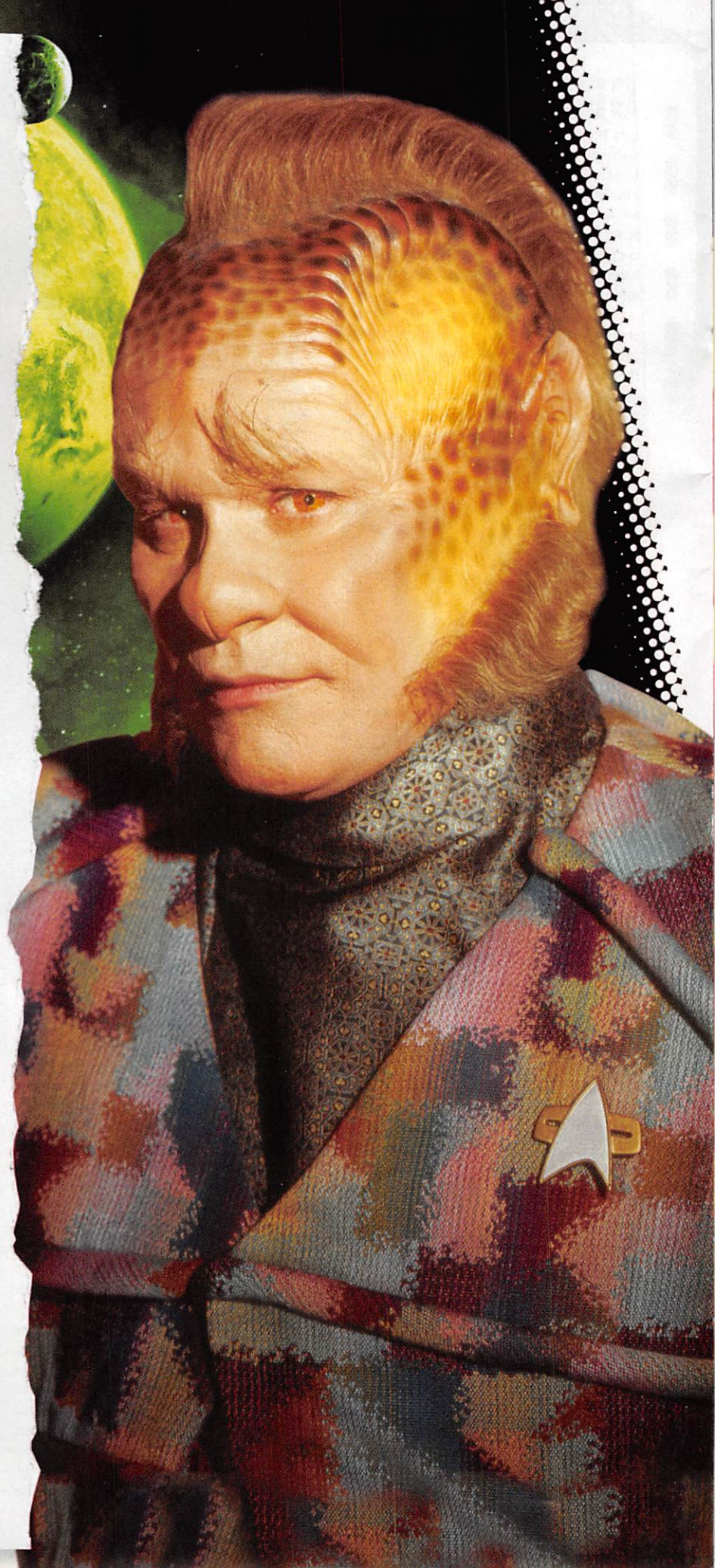
NEW REVISED EDITION!

Galaxy Class

Issue One November 1987 \$3.50
A FANZINE FOR THE T.V. SERIES *STAR TREK: THE NEXT GENERATION*



INSIDE: Behind the scenes Photos
Original Fiction & Artwork
Review of the new series





LOG ENTRIES
STAR TREK MERCHANDISE

STAR TREK ONLINE

As a certain time-displaced Romulan malcontent said, "The wait is over"; almost five years after it was first announced, after passing through the hands of two different developers and skirting cancellation, in the wake of a new surge of interest in the *Star Trek* mythos the game that fans have been waiting for may finally be here.

There have been games where players visit strange new worlds, and there have been games where players take command of starships; but Cryptic Games' Massive Multiplayer Online Roleplaying Game *Star Trek Online* is the first title to seamlessly integrate the two into a virtual world populated by thousands of other gamers.

Beginning at an extremely well-detailed character creation menu, *STO* first asks players to construct a Starfleet officer who will be their in-game avatar. Built on the same framework as the highly customizable superhero system from Cryptic's other MMORPG, *City of Heroes*, this initial step allows the adjustment of every tiny detail of your character's look and persona. Everything from the design of their uniforms down to

body types and facial features can be altered to your preference; here is also where you'll assemble your characters preliminary skill sets, choosing from the roles of tactical, scientific or engineering officer and adding further customization at your own discretion. As you progress through the game, your character accrues skill points that allow the purchase of ability



"This is a *multiplayer* game, and the strength of it is an environment where captains can come together to form fleets to collaborate."

enhancements, new skills and 'powers' that can be applied to gameplay events. Along with ready-made templates for many *Star Trek* species, you also have the option to invent your own humanoid life form from the ground up; and after earning your spurs in Starfleet, at later levels the game opens up a new option to allow the creation of Klingon player characters.

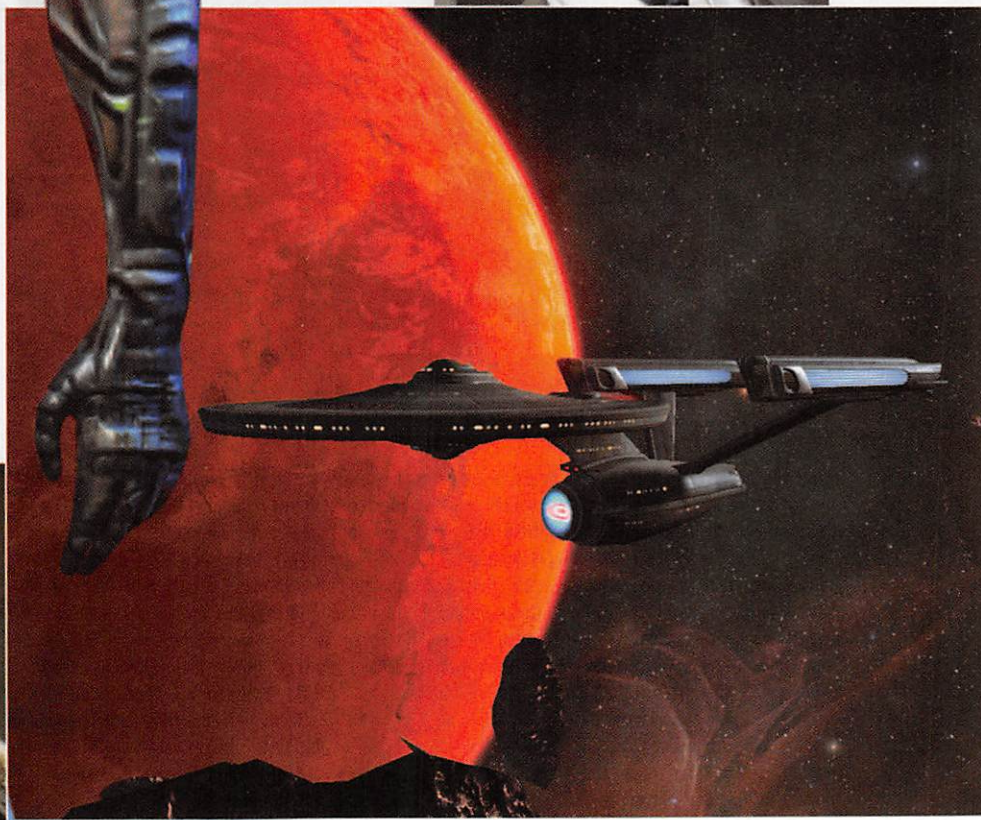
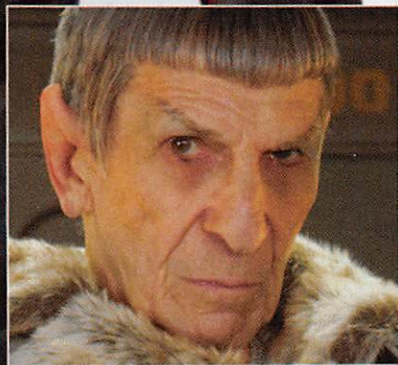
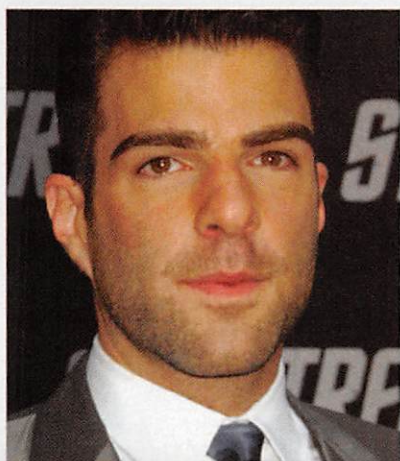
Once you've created and named your character and the starship you're serving aboard, it's time to report for duty...

The world of *Star Trek Online* is set in the year 2409, past the events of *Star Trek Nemesis* and the destruction of Romulus mentioned in the most recent movie. An opening narration by Leonard Nimoy as Spock explains that in this new future, a surge of Klingon expansionism has shattered the Khitomer accords that brought peace between the Empire and the Federation, bringing the two galactic powers back to a war footing, while

the ongoing threat of the Borg Collective continues to encroach on the Alpha Quadrant; at the same time, other powers – the Dominion, the Orion Syndicate and others – are also laying their own plans for galactic conquest. It is into this highly-charged environment that players are thrust as Starfleet's newest captain.

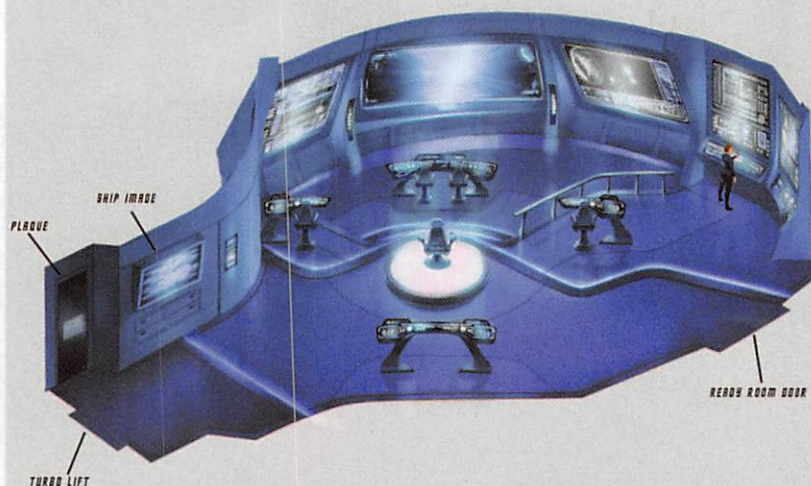
The opening tutorial missions set up the story; a brutal Borg attack sends you to the *U.S.S. Khitomer* to aid an acerbic Emergency Medical Hologram (voiced by Zachary Quinto), along the way teaching you basics of combat and how your character interacts with the world. Then, returning to your ship to discover you are now the ranking officer in command, you take the center seat and head out to complete rescue and battle objectives that instruct you on starship operations. Pretty soon you've recruited the first member of your bridge crew, obliterated a Borg cube, and returned to Starbase One to start your captaincy in earnest.

From here, the galaxy is your playground. Missions are provided by Starfleet command, sending you off in search of lost starships, mining colonies in distress or on patrols across the sector. Traveling at warp, your ship moves through an abstracted 'sector space' map detailing most of the Alpha and Beta Quadrants,





GENERIC BRIDGE



venturing to numerous star systems in the course of your duties. As well as new and unknown worlds, there are plenty of *Star Trek* locales to visit, from Vulcan's desert landscapes to the remnants of Romulus, the promenade at Deep Space 9 and the Bajoran Wormhole, Space Station K-7, Qo'noS, Cardassia and dozens more. Early on in the game, many of the assignments have a combative flavor to them, but there are also the occasional diplomatic or scientific missions; Cryptic also promise an ongoing series of "raid-isodes," large-scale missions requiring five or more players to team up and face off against larger threats such as Borg incursions or Klingon assaults.

Most missions mix ground-based 'away team' tasks with spaceborne starship objectives. As players advance up the command ladder, they'll be able to customize their starship as well as their crew, even building up a flotilla of vessels under their personal command – but this is a *multiplayer* game, and the strength of it is an environment where captains can come together to form fleets to collaborate.

Cryptic have done an excellent job giving *Star Trek Online* a look and feel that is true to the fictional universe; an intuitive space combat system apes the dynamism of *The Wrath of Khan*'s battle scenes while planetside adventures recall the texture of the original

Star Trek series and *The Next Generation*. With every player their own captain, there's a great deal of freedom in the gameworld, and fans will find a lot to enjoy here, from the widescreen scope to the smallest attention to detail. On its plus side, *Star Trek Online* is accessible, even for gamers new to the whole concept of MMOs, and there is a lot of depth to the world-building that makes this virtual universe come alive. Sound and vision both work to immerse the player, but there's enough that is new here to make it fun to explore; the game also forgoes the more tedious micromanaging that some MMOs require to advance to higher levels. As for negative points, the plethora of battle scenarios can become repetitive, and there are some issues with lag on the planetside missions. In addition, the automatic assignment of starships to anonymous fleet groups in some engagements works against truly cooperative gameplay; captains who don't gather their own fleet of fellow gamers may find extended play a lonely experience.

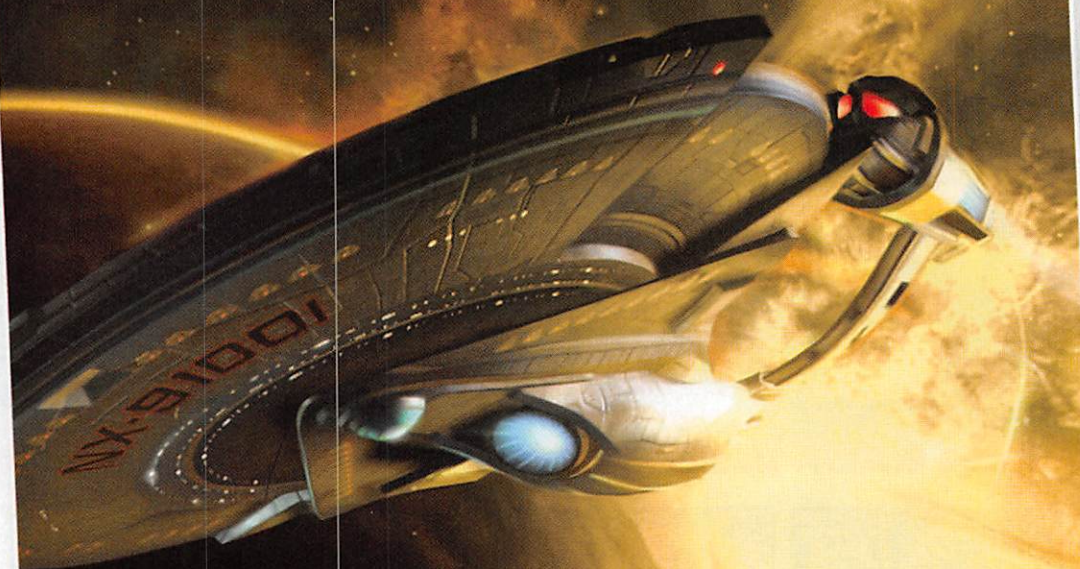
However, as an ongoing game, *Star Trek Online* has the capacity to grow beyond any teething problems and evolve into a rich play environment without frontiers.

James Swallow

BOOKS

STAR TREK[®] ONLINE

THE NEEDS OF THE MANY



MICHAEL A. MARTIN
& JAKE SISK

AN ORIGINAL NOVEL BASED ON
THE MASSIVELY MULTIPLAYER ONLINE ROLE-PLAYING GAME

Star Trek Online: The Needs Of The Many

Writers: Michael A. Martin and Jake Sisko

Every so often, Pocket Books has published *Star Trek* fiction that steps outside the normal novel format: *The Hologram's Handbook* and *The Ferengi Rules of Acquisition* immediately spring to mind. And they've also produced books that are not linked to their standard interwoven continuity – the so-called Shatner-verse, and the *Crucible* trilogy being prime examples. Now, to mark the launch of *Star Trek Online*, they've combined the two ideas to produce this highly unusual, but very effective volume.

Presented in an epistolary format mainly consisting of transcripts of interviews carried out by Jake Sisko, it presents snapshots of the War against the Undine (Species 8472) as seen by various participants. It's not linear, by any stretch of the imagination, and constant reference to Cryptic's *The Path*

to 2409 which this complements helps put the various events in context.

Mike Martin maintains a pretty consistent voice for Sisko, and captures many of the well-known participants' distinctive outlooks. There are a few examples of Small Universe Syndrome, where key events happen to have occurred to people who we as readers are aware of previously, and a few hoops jumped through to incorporate the events of the prequel comic *Countdown*, but overall this is an interesting take on the post-*Nemesis* universe.

And for those who are complaining that *Star Trek Online* wipes out the novel continuity, be sure to read the Dulmer and Lucsly piece very carefully...

An interesting experiment – let's have some more lateral approaches like this.

Paul Simpson

The Origins of STAR TREK ONLINE: THE NEEDS OF THE MANY

It all started last summer with a ringing telephone. I was approached with an intriguing offer: CBS and Cryptic Studios wanted to create a *Star Trek* novel tying in with the new continuity for the massively multiplayer online role-playing game *Star Trek Online*. Even though I was in the midst of putting the first volume of *Enterprise: The Romulan War* to bed while gearing up to write my next *U.S.S. Titan* novel, there was no way I could pass this up. It was a chance to write a slice-of-life retrospective war journal, à la the late Studs Terkel's *The Good War: An Oral History of World War II*, or Max Brooks's *World War Z: An Oral History of the Zombie War*. It was an opportunity to recount humanity's harrowing conflict with one of the Biggest Bads ever to enter the *Star Trek* universe, Species 8472, rededicated to its original purpose of destroying the Federation by means of slow and patient infiltration.

Conceived as an expansion of Cryptic's *The Path to 2409*, the book took shape quickly, its epistolary format settling into a series of interviews, communiqués and reports from various personages from the *Trek* world. From the famous to the obscure, from academics to diplomats to merchants to

government insiders to grunt soldiers, all were gathered years after the war by the person best suited to become a 25th Century Studs Terkel: Jake Sisko, renowned journalist and award-winning fiction writer, who assembles war stories from General Worf (ret.), Captain Geordi La Forge, Admiral Kathryn Janeway, Annika Hansen, Quark, Vic Fontaine, Jack of the "Jack Pack," and Department of Temporal Investigations agents Lucsly and Dulmer, among others.

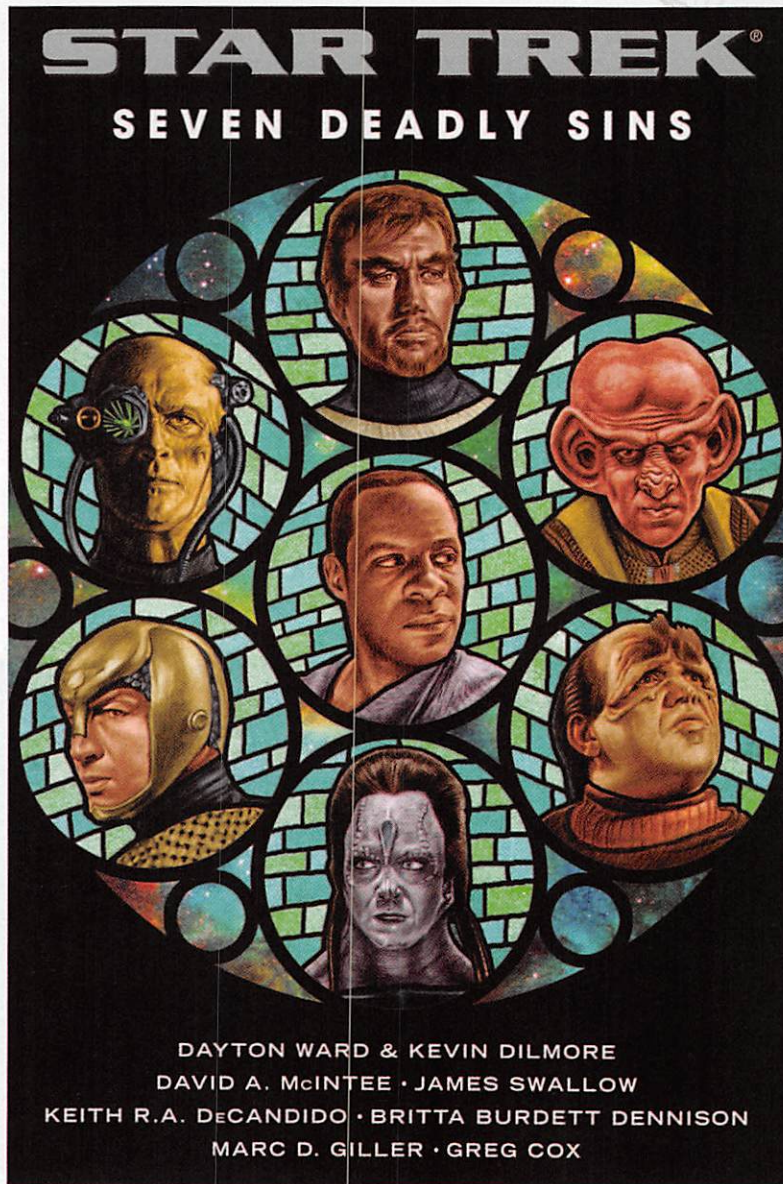
The Needs of the Many tells the wartime tales of a large number of characters, emphasizing the heroism and sacrifice of both ordinary and extraordinary people caught up in desperate circumstances that test everyone's deepest assumptions – including what it means to be human(oid). It's a chronicle of rampant paranoia in a time when deadly enemies can lurk anywhere – and can be literally anyone.

I hope that longtime *Star Trek* fiction readers and online gamers alike will enjoy it and, just maybe, feel the need to sleep with the lights on for a while after they're done – and then go boldly into Cryptic Studios' multiplayer vision of the *Star Trek* universe.

Michael A. Martin

Star Trek: Seven Deadly Sins

Writers: Dayton Ward & Kevin Dillmore, David A. McIntee, James Swallow, Keith R.A. DeCandido, Marc D. Giller, Britta Dennison and Greg Cox



This fine collection of short stories has been a little delayed, but it was worth the wait. With contributions from the likes of Dayton Ward and Kevin Dillmore, a welcome appearance by Keith R.A. DeCandido (featuring that great Klingon trio, Kang, Koloth and Kor on their first joint mission) and James Swallow (offering a pre- *Star Trek: The Next Generation* Cardassian story that includes an oblique connection to his Terok Nor novel, *Day of the Vipers*), all seven sins are well covered.

My favorite story of the collection? "Revenant", a chilling, claustrophobic Borg tale from Marc D. Giller. A story set before *Destiny* ended the Borg threat for good (for now, anyway), there's a real creeping horror to this that will

resonate with fans of *Star Trek: First Contact*.

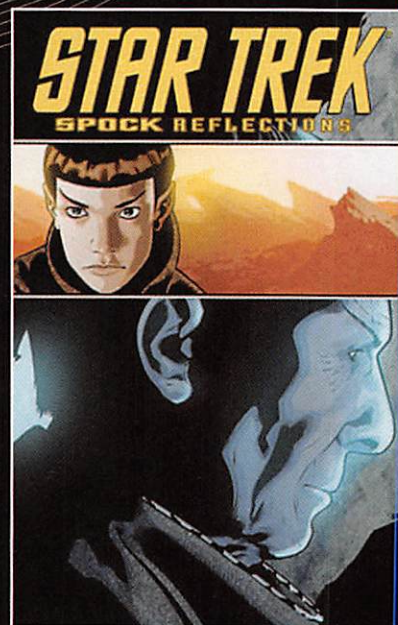
The beauty of a short story collection, of course, is that along with covering several themes and different *Star Trek* characters, including some in the Mirror Universe, you can have fun as well as thrills and for me, Greg Cox's Pakled tale, "Work is Hard", is a delight, as Geordi LaForge struggles with his inner demons to save some of the galaxy's laziest, and probably most untrustworthy, space farers from disaster.

This is an enjoyable anthology with the seven deadly sins proving an excellent hook for the authors to get their teeth into – an experiment that on the basis of this outing, deserves re-visiting.

John Freeman

Spock: Reflections

Writers: Scott and David Tipton
Artists: David Messina and Federica Manfredi



This compilation of the recent four part mini-series emphasizes how much of a character study *Spock Reflections* is, compared with the vast majority of IDW's *Star Trek* output. If you're looking for space opera and wild battles, then give this a miss, but if, like so many fans, you are drawn to the character of Spock, this is a great read.

With a framing sequence set shortly after *Star Trek Generations*, *Reflections* cherry-picks key moments from Spock's life, incorporating some of the visuals created for the 2009 movie into the Prime universe tale it's relating. Cameo appearances by many of the *Enterprise* command crews over the years are often telling, notably the moment with Christine Chapel, while the keystone relationship between Kirk and Spock is affirmed.

For new fans wondering about the friendship that the older Spock mentioned having with Jim Kirk in the Prime timeline, this is a good place to start – before diving into the TV episodes, of course!

Paul Simpson

COMICS

LOG ENTRIES

Star Trek: The Movie Adaptation #1



Writers: Robert Orci, Alex Kurtzman, Tim Jones, Mike Johnson
Artist: David Messina

The first issue of this welcome adaptation of J.J. Abrams' *Star Trek* vision delivers – literally – the births of Spock on Vulcan and James T. Kirk as Nero attacks the *U.S.S. Kelvin* and his father is killed. Messina pulls out all the stops on the art for this opening issue, with some stunning action sequences and terrific figure work, all of which help develop George Kirk and his wife into fuller characters than they were given their limited screen time in the movie. Cracking stuff!

John Freeman

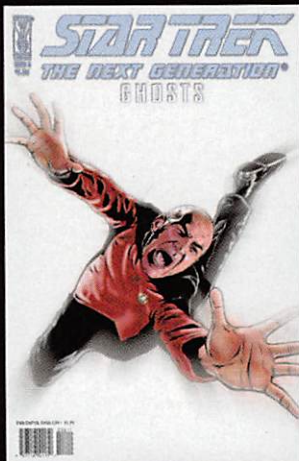
Star Trek: The Next Generation: Ghosts #3

Writer: Zander Cannon

Artist: Javier Aranda

With Worf captured and under threat of execution from the Dorosh, it seems all attempts at finding a diplomatic solution between them and the Republic of Juliet will soon be exhausted as this series gets into its stride, deftly intertwining potential conflict with a mystery about a mysterious energy force. The art on this issue is better than the first two issues, if still over-reliant on too few 'camera angles' thereby making it a little static. After a slow start, the story has picked up pace and the final scenes will have readers eagerly wanting to read the next issue. ▲

John Freeman



NEXT ISSUE

STAR TREK MOVIES: THE ULTIMATE GUIDE

DAVID WARNER EXCLUSIVE INTERVIEW



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